
Subject: Re: widget positioning

Posted by [Michael Werger](#) on Wed, 05 Jan 2000 08:00:00 GMT

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Hans-Jörg Hahne wrote:

```
>
>> my code looks like this:
>
> WID_BASE_0 = Widget_Base( GROUP_LEADER=wGroup, UNAME='WID_BASE_0' $
>   ,YOFFSET=500 ,SCR_XSIZE=453 ,SCR_YSIZE=246 ,TITLE='IDL-Wu' $
>   ,SPACE=3 ,XPAD=3 ,YPAD=3, TLB_FRAME_ATTR=11)
>
> you need the XOFFSET, YOFFSET relatively to the monitor screen.
>
> I would like to know the window-number of that widget-window. Who knows it?
>
> Hans.
```

Hy, again,

What do you refer to by window-number? If you think of the complete widget (defined by the widget_base function and all subsequent child widgets), you have the window number, better widget ID by wid_base_0 in the example above. If you have a draw window inside this widget group, then you get this via (example only):

```
    uvalue = {UVALUE,$
xsize:0L,$
ysize:0L,$
draw_window:0L}
    base = WIDGET_BASE( TITLE = 'I love Y2k',$
/COLUMN, $
XPAD = 10, YPAD = 10, $
SPACE = 10)
    draw = WIDGET_DRAW(base,$
XSIZE = uvalue.xsize, YSIZE = uvalue.ysize,$
RETAIN = 2, $
/BUTTON_EVENTS)
    WIDGET_CONTROL, draw, GET_VALUE = tmp
    uvalue.draw_window = tmp
    wset,uvalue.draw_window
```

here uvalue.draw_window contains the number of the draw widget.
I use this structure because I can put this then into the UVALUE of the base widget:

```
WIDGET_CONTROL, base, SET_UVALUE=PTR_NEW(uvalue),/NO_COPY
```

and use this easily in subroutines afterwards.

Michael

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Dr. Michael Werger -----o
ESA ESTEC & Praesepe B.V. |
Astrophysics Division mwerger@astro.estec.esa.nl|
| Postbus 299 http://astro.estec.esa.nl |
| 2200 AG Noordwijk +31 71 565 3783 (Voice)
o----- The Netherlands +31 71 565 4690 (FAX)
