
Subject: Re: IDLgrWindow (?) bug

Posted by [Pavel Romashkin](#) on Mon, 28 Feb 2000 08:00:00 GMT

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Sorry for not being explicit. "Messing up" means that the axes become longer than they were, and extend beyond the window edges. I did not bother preserving the font size, since I knew why the labels were distorted. The example code does the following. If WID keyword is not set, it creates the IDLgrWindow and adds axes to it. Axes form a nice rectangle in the window. Then, by executing "mod_axis", I rescale horizontal axes in that object window, while using xcoord_conv to try to preserve the rectangle formed by the axes. Despite this, axes extend beyond the limits of the window. I was not interested in what labels were doing, I know about recompute=2 but did not put it in the sample code. Then, "test" can be executed with /WID. This forces creation of a WIDGET_DRAW object window, with the same four axes in it, forming a nice rectangle. Then, when "mod_axis" is executed on these objects, the scaling of horizontal axes changes properly and their length remains the same, just as it should be. Labels, again, were not the concern.

To me it indicated that IDLgrWindow (or some other components of the graphics tree), if created outside a WIDGET_DRAW, behaved incorrectly. Am I misunderstanding something?

Cheers,
Pavel

David Fanning wrote:

>
> Humm. Could be. I couldn't really make heads or tails
> out of your example code, so I couldn't really decide
> what I was suppose to be looking for.
> * * * snip-snip
> But maybe your question extents beyond this detail. If
> so, let me know.
>
> Cheers,
>
> DavidP
