
Subject: Re: Secret to resizing text widgets
Posted by [ronn](#) on Sat, 25 Mar 2000 08:00:00 GMT
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Bernard,

I think you only have to comment out one line. Unless, of course, I misunderstand your question. The resulting widget doesn't "exactly" match where the user released the mouse, but it is close on NT at least.

-Ronn

<=====Start of file testbox.pro=====>

```
pro testbox_event, event

widget_Control, event.top, Update = 0
widget_control, event.top, get_uvalue = info

;PRINT DEBUG
widget_control, event.top, tlb_get_size = tlbsize
;print,'1-Base size:',tlbsize

widget_control, info.widtext, scr_ysize = event.y
widget_control, info.widtext, scr_xsize = event.x
;print,'('+strtrim(event.x,2)+', '+strtrim(event.y,2)+')'

;Reset the widbase widget size
;RLKLING JUST COMMENT OUT THE NEXT LINE?
; widget_Control, event.top, xsize = tlbsize[0]-0, ysize = tlbsize[1]-0
widget_control, event.top, /update

;PRINT DEBUG
widget_control, event.top, tlb_get_size = tlbsize
;print,'2-Base size:',tlbsize
wait, 0.01

end

*****
pro testbox
widbase = widget_base(column = 0,$
TLB_Size_Events = 1)

widbuttonclose = widget_button(widbase,$
value = 'Close',$
ysize = 30,$
```

```
xsize = 120)

widtext = widget_text(widbase,$
scroll = 1,$
editable = 1,$
yoffset = 35,$
scr_xsize = 200,$ ;Units are pixels
scr_ysize = 300)

info = {$
widbuttonclose:widbuttonclose,$
widtext:widtext }

widget_control, widbase, /realize, Set_Uvalue = info
xmanager, 'testbox', widbase, /no_block
end

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