
Subject: IDL widget spacing

Posted by [krist](#) on Fri, 15 Apr 1994 15:38:06 GMT

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Greetings:

I've had this problem which has nagged me for sometime. I developed a number of widget programs back in V2.4 (or earlier?) of IDL under VAX VMS. Some of the programs created a large number of buttons and editable text widgets, which came close to filling up the screen. The applications behaved as expected up through V3.0.0 on the VAXes. However, when we installed V3.0.2 on our Alpha (VMS), the spacing between the widgets increased, so that many of the buttons went off the screen. Then, when we upgraded to v3.5 on the VAXes, the same thing happened.

Has anyone encountered this and found a solution? I recall that the early versions of IDL widgets were "fudged" because DecWindows v1.? and Motif were not actually the same thing, so perhaps this is a result of unfudging the code for DecWindows v2.?.

Thanks,
John Krist
krist@stsci.edu
Space Telescope Science Institute
Baltimore, MD
