
Subject: Re: Widget Resize on Mac

Posted by [Ben Tupper](#) on Tue, 01 Aug 2000 07:00:00 GMT

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Wow! This is getting quite interesting. I had taken the liberty of pestering Pavel for help which he supplied generously. He tracked the problem down to my top level base definition which looked like the following:

```
TLB = Widget_Base(Title = 'Generic Window',$
    column = 1, /Base_Align_Center, $
    TLB_Size_Events = 1, MBar = MenuID)
```

Other than the menu bar, the only content of the widget base was a draw widget. Pavel suggested that I set Base_Align_Center to zero. It solved the problem.

Your solution is interesting because the window is an IDLgrWindow (as opposed to a Direct Graphics window, unless your Info.mainWindow is a object wrapper around the Direct Graphics window.) I think you are resizing the draw_widget explicitly as opposed to resizing the base_widget. The value 12 is a surprise because Pavel mentioned that the ever-present Mac window scroll bars occupy 48 pixels.

Thanks,

Ben

Struan Gray wrote:

> Ben Tupper, btupper@bigelow.org writes:

>

>> Has this been dealt with before? if so, what is the solution?

>

> An ugly hack.

>

> My top level bases send only resize events, so in my event handler

> I can have something like this (info is a pointer to a state

> structure):

>

> Case event.id of

> (*info).myID: begin ; resize event from top level base

> if !version.os_family eq 'MacOS' then begin

> xsize = event.x-12

> ysize = event.y-12

> endif else begin

> xsize = event.x

```
>     ysize = event.y
>     endelse
>     (*info).mainWindow -> SetProperty, Dimension=[xsize, ysize]
>     end
> else: ; blah blah blah
> end ; case event.id
>
>
>     The value 12 was found by trial and error, but works for both
> direct and object graphics windows (with the appropriate set size
> commands.
>
> Struan
```

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