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