"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:398F9BFA.1CA3B972@u.washington.edu...
>
> Is it possible to resize a window that contains a draw widget but not
> resize the view that is being displayed in the draw widget?

This is an object graphics view, right? It depends on how the view UNITS and
DIMENSIONS are specified. If UNITS has the value 0 (pixels), 1 (inches) or 2
(centimetres) *and* the DIMENSIONS are non-zero then the view size will
remain constant as the destination device (in this case draw widget) is
resized. If UNITS has the value 3 (relative to window) *or* DIMENSIONS are
zero, then the view will fit itself to the destination.

An IDLgrView defaults to UNITS=0 and DiMENSIONS=[0,0] (I think) but I almost
always use UNITS=2 and non-zero DIMENSIONS (10-12 cm is often about right).
This way I get hard copy output the same size (in centimetres) as what I see
on the screen. I have code that ensures the draw widget always fit tightly
around the view.

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