Hello Again,

 Sorry to reply to my own post - which means I didn't try hard enough
first to figure this out on my own!

 The problem stems from the fact that I realized the object before
applying the offsets, then setting map = 1. I assumed that I had to
realize the object first, in order to get its geometry using widget_info
- this is not the case. By not realizing the object until after the
offsets are applied, the problem disappears. And, now I do not have to
use the map keyword.

Bernard Puc wrote:
>
> Hello,
>
>   Has anyone come across the following problem? I have attached two gif
> images of a widget that demonstrate the problem. goodwidget.gif shows
> the widget as it is supposed to look. Note that the buttons are
> centered in their base widget's frame. badwidget.gif is what happens
> when I add to the code a line providing an x and y offset for the top
> level base (in order to center it on the screen). ie, "widget_control,
> tlb, xoffset = xdim, yoffset = ydim"
> Now, all the widgets are aligned with the bottom of their base, and look
> ugly.
> All positioning is done via column or row keywords, the widget is
> unmapped until the offsets are applied.
>
> My IDL: { x86 linux unix 5.3 Nov 11 1999}
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> --
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> [Image] [Image]

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