
Subject: Re: Resizing object graphics on X
Posted by [promashkin](#) on Wed, 25 Oct 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

- > That is how I would write the code. In fact, that
- > is how I **write** the code in many of my programs,
- > and I've never heard they don't work on X devices.
- > But then again, maybe that's why no one wants to
- > buy them. :-)

Na-a, that has nothing to do with it. It is more likely that they don't buy 'em because they have an option of downloading 'em for free :-)

- > I really don't have any suggestions. I'm really
- > curious to see if this behavior can be duplicated
- > by other people.

Sure, that's exactly what it did on my X terminal. But if you tell the **draw widget** to resize on the top base event, not **ask** the OS to resize an IDLgrWindow object, then the object window get resized allright. Widget_control (notice "CONTROL" in it) allows you to **control**, by the syntax alone. On the other hand, "setProperty, dimension=[this, that], /if_you_please" is merely a plea to the OS, which decides then if it likes you enough to do it :-)

Cheers,
Pavel

P.S. Now, as I think about it, what criteria does the OS use to decide to ignore a programmer's request? Maybe, thats where personal programming style comes into play :-)
