Subject: Re: Resizing object graphics on X Posted by Dave Greenwood on Wed, 25 Oct 2000 07:00:00 GMT View Forum Message <> Reply to Message

davidf@dfanning.com (David Fanning) wrote: > Dave Greenwood (greenwoodde@ornl.gov) writes: > >> I'm trying to learn a little about object graphics. I'd like to make >> my widgets resizable, but I'm obviously missing something. The following >> program (based on some code from the IDL examples and David's web site) >> resizes the way I'd like on my PeeCee, but not when using X (on HP-UX or >> VMS). On the PC, when I expand the size of the widget the graphics >> display expands to fill the widget. Using X the graphics display stays >> the original size in the lower left corner (but the "black drawing area" >> expands to fill the widget). I'm using IDL 5.3 on all systems (well, >> actually, the PC has 5.3.1.) >> What do I need to do to make resizing work on X devices? > Wow. That's weird. :-(> That is how I would write the code. In fact, that > is how I *write* the code in many of my programs, [snip] Yeah, I know - I took the idea from one of your programs. ;-) The solution came from one of those newsgroup-shy RSI folks (thanks JP). What I needed to do was to resize the draw *widget* instead of the draw *window*: drawid = widget_info(event.top, find_by_uname='drawwidget') widget_control, drawid, xsize = event.x, ysize = event.y info.oWindow->draw, info.oView Dave Email: Greenwoodde@ORNL.GOV Dave Greenwood Oak Ridge National Lab %STD-W-DISCLAIMER, I only speak for myself