
Subject: Re: Resizing object graphics on X
Posted by [Dave Greenwood](#) on Wed, 25 Oct 2000 07:00:00 GMT
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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

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Oak Ridge National Lab %STD-W-DISCLAIMER, I only speak for myself
