
Subject: Re: Resizing object graphics on X
Posted by [mole6e23](#) on Wed, 25 Oct 2000 07:00:00 GMT
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I was able to reproduce the not resizing correctly behavior under IDL 5.3 on Alpha Unix. HOWEVER, I just installed IDL 5.4 about 15 minutes ago, and ran the code again, and it works correctly now. I guess an update is needed in order to get this to work on X???

Todd

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