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

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

Cheers,

David

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