
Subject: Resizing object graphics on X

Posted by [Dave Greenwood](#) on Wed, 25 Oct 2000 07:00:00 GMT

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I don't often work with IDL so please bear with my sloppy terminology.

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?

Thanks,

Dave

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%STD-W-DISCLAIMER, I only speak for myself

```
=====
pro t_event, event

widget_control, event.top, get_uvalue=info, /no_copy

info.oWindow->SetProperty, Dimension=[event.x, event.y]
info.oWindow->draw, info.oView

widget_control, event.top, set_uvalue=info, /no_copy

end

PRO t

x=findgen(100)
y=sin(x/10)

oModel = obj_new('IDLgrModel')
oView = obj_new('IDLgrView')
oPlot = obj_new('IDLgrPlot', x, y)

oPlot->GetProperty, XRANGE=xr, YRange=yr
xs = Norm_Coord(xr)
xs[0] = xs[0] - 0.5
```

```
ys = Norm_Coord(yr)
ys[0] = ys[0] - 0.5
oPlot->SetProperty, XCoord_conv=xs, YCoord_conv=ys
```

```
oModel->add, oPlot
oView->add, oModel
```

```
base = Widget_base( uname='t', /tlb_size_events)
draw = Widget_draw( base, graphics_level=2 )
widget_control, base, /realize
widget_control, draw, get_value=oWindow
oWindow->Draw, oView
```

```
info = { oWindow: oWindow, $
  oView:  oView }
```

```
widget_control, base, set_uvalue=info, /No_Copy
```

```
xmanager, 't', base
```

```
end
```
