Mark Hadfield wrote:

> "David Fanning" <davidf@dfanning.com> wrote in message
> news:MPG.150498b583111c38989d69@news.frii.com...
>> George Constantinides (gconstantinides@mhl.nsw.gov.au) writes:
>>
>>> I was resizing an IDLgrWindow object and noticed that objects such as
>>> IDLgrAxis, IDLgrPlot,IDLgrText resized correctly to fit the new
>>> dimensions, but IDLgrLegend did not.
>>> [...]
>>
>> Humm. It's pretty clear that the author of IDLgrLegend
>> was *trying* to solve this problem in the ComputeDimensions
>> method. Have you tried using this when you resize or change
>> to another destination device? It looks to me like this
>> would solve all your problems, although I confess I've
>> never used IDLgrLegend.

I tried calling ComputeDimensions explicitly but I was not making any sense
of the result so I gave up on this approach.

>
>
> From my reading of the IDLgrLegend code in version 5.4, ComputeDimensions is
> called every time the legend is re-drawn, so there should be no need to call
> it manually. ComputeDimensions recalculates the dimensions of the legend's
> atoms based on the character size of the legend text, and since the text
> objects are created with RECOMPUTE_DIMENSIONS = 2, the legend should be
> resized every time it is drawn.

>
> In fact on my system legends do get resized as the size of the destination
> device changes! I wonder why they don't on yours, George. What version are
> you using? Do you have a line that looks like this in the CreateGlyphs
> method in idlgrlegend__define.pro?
>
>   (*self.pTexts)[index] = OBJ_NEW('IDLgrText', $
>   FONT = self.oFont, $
>   COLOR = (*self.pText_Color), $
>   STRINGS = (*self.pItem_Name)[index],$
>   RECOMPUTE_DIMENSIONS = 2)
>
> If you want to debug this you could put a break in ComputeDimensions and see
> what's happening. (Warning: you may be surprised how often a model's Draw

> method is called.)
>

I am using 5.4 on NT.
Now that I know it works for someone I'll go and have another look.

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