Subject: IDLarLegend geometry Posted by George Constantinides on Mon, 26 Feb 2001 22:53:19 GMT View Forum Message <> Reply to Message

Hi all.

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.

This topic has been discussed in the past but with the demise of the DejaNews news group database, I could not find any references. So here is a work around that works well on the screen (IDLgrWindow) but when you send the View to another output object such as IDLgrPrinter, the fixed geometry of IDLgrLegend becomes a problem again.

PRO Resize Events, event

; resize event handler.

Widget_Control, event.top, Get_UValue=info

; Get old window dimension

info.thisWindow->GetProperty, Dimension=WDimOld

; Resize the draw widget.

info.thisWindow->SetProperty, Dimension=[event.x, event.y]

- ; Resize the Legend. Calculate the size based on the x-width of the window
 - ; This is a workaround to get the legend font to resize.
- ; It works well on the screen (IDLgrWindow) but not on the printer (IDLgrPrinter).

info.oLegend->GetProperty, Font=IFont Font->GetProperty, Size=IChar IFont->SetProperty, Size=IChar*event.x/WDimOld[0]

; Redisplay the graphic.

Widget Control, Hourglass=1

info.thisWindow->Draw, info.oScene Widget_Control, Hourglass=0
;Put the info structure back.
Widget_Control, event.top, Set_UValue=info, /No_Copy
END
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Does anyone else have the same problem? If not, then what is the "proper" way to resize legends? If yes, then I am glad that I am not the only one. Did you solve the problem irrespective of the output destination object, or you gave up in discussed?

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