Subject: Re: base widgets growing uncontrollably.... ?
Posted by Paul van Delst on Thu, 26 Jul 2001 16:06:51 GMT
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Marc Schellens wrote:
>
> Paul van Delst wrote:
>> I'm seeing a weird effect with an IDL widget app I put together and I'm hoping someone
>> here might recognise the symptoms and inform me of some widget_base keyword I have
>> forgotten.
>>
>> I create a base within which I create several compound widgets (that I wrote) each, of
>> course, within it's own base. Currently I have three compund widgets in the base (all of
>> which contains exclusive button bases); two with column=1 and the third with grid_layout=1
>> and column=3. Now, when I add more buttons to the third compound widget (currently I have
>> three columns of five buttons), the size of the other compound widgets grow! It's at the
>> point now where half of the space in the widget display is just empty, dead space. If I
>> remove items from the third compund widget (which is always of a size such there is no
>> empty space) the dead space in the other two shrinks.
>>
>> Anyone have an idea what I'm doing wrong and how to fix it? I would rather not have to use
>> XSIZE/YSIZE/etc keywords.>
>
> As I understood you modify an already realized widget.
> I had similar experience, even without grid layout bases some time ago.
> What helped me was using:
>
> widget_control,tlb,UPDATE=0 (1)
>
> before (after) the modification.
> Thisway the sizes were correct and the speed the changes were
> carried out was drastically higher.
>
> Hope that helps,

WOOHOO! That did it! Inserting the UPDATE in the following code fixed the problem.

You're a star! This problem was annoying the crap outta me to the point of tossing and
turning at night.

Onya!

paulv

<-----not very pretty, >80 columns code follows------>

  ; -----------------------

```
; Create the widget display
; -----------------------

; Create the main bases
id = WIDGET_BASE( MAP = 0, COLUMN = 1 )

widget_control, id, update = 0   ; <---- new

base_id = WIDGET_BASE( id, $
              GROUP_LEADER = id, $
              MAP        = map, $
              ROW        = 1 )

; -- Create the select base
select_base_id = WIDGET_BASE( base_id, $
                   GROUP_LEADER = id, $
                   MAP        = map, $
                   COLUMN     = 2 )

; Create the select sensor widget
select_sensor_id = rtview_select_sensor( select_base_id, $
                        GROUP_LEADER = select_base_id, $
                        MAP        = map, $
                        debug      = debug )

; Create the select profile widget
select_profile_id = rtview_select_profile( select_base_id, $
                         new_K.n_profiles, $
                         GROUP_LEADER = select_base_id, $
                         MAP        = map, $
                         debug      = debug )

; Create the select output widget
select_output_id = rtview_select_output( select_base_id, $
                        GROUP_LEADER = select_base_id, $
                        MAP        = map, $
                        debug      = debug )

; -- Create the display base
display_base_id = WIDGET_BASE( base_id, $
                   GROUP_LEADER = id, $
                   MAP        = map, $
                   COLUMN     = 1 )

; -- Create the display widget
display_id = rtview_display( display_base_id, $
                GROUP_LEADER = display_base_id, $
                MAP        = map, $
```

```
                    debug     = debug )

 ; Create the exit button
 action_base_id = WIDGET_BASE( id, $
                   GROUP_LEADER = id, $
                   MAP        = map, $
                   ROW        = 1 )

 quit_id = WIDGET_BUTTON( action_base_id, $
                GROUP_LEADER = id, $
                EVENT_PRO   = 'rtview_event', $
                ALIGN_CENTER = 1, $
                VALUE      = 'Done', $
                XSIZE      = 100 )

 widget_control, id, update = 1   ; <---- new

 ; Realise and map the widget heirarchy
 WIDGET_CONTROL, id, /REALIZE, MAP = 1


 --
 Paul van Delst        A little learning is a dangerous thing;
 CIMSS @ NOAA/NCEP        Drink deep, or taste not the Pierian spring;
 Ph: (301)763-8000 x7274  There shallow draughts intoxicate the brain,
 Fax:(301)763-8545       And drinking largely sobers us again.
                         Alexander Pope.
```