Subject: Re: right-justifying draw widgets?
Posted by Kristine Hensel on Thu, 04 Oct 2001 08:17:56 GMT
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Jeff Guerber wrote:
>
> I've been having a lot of trouble with a widget-layout issue, and not
> having gotten anywhere, I'm submitting it to the collective wisdom of the
> newsgroup.
>
> Below is a greatly simplified test case, demonstrating the general
> layout of a much larger program. Both of the frames contain draw widgets,
> of the same size, on the right, but the labels (and buttons, in the real
> one) on the left may be of different sizes. What I'd like to do is
> right-justify the draw widgets in their bases, so that they line up
> vertically. (In the real case, the lower plot is a difference of two
> curves from the upper one.) I've tried numerous combinations of
> /align_right and /base_align_right; making the frameBases column=2 instead
> of row=1 then using /align_right and /base_align_right; putting the draw
> widgets in their own bases and trying to align _those_; etc, etc. The
> only thing I've found so far that works is /grid, but that makes the
> controls as wide as the plot :-(

My solution to getting widgets to align properly is to calculate the
height/width of the widgets I want to align, and then resize them to the
maximum height/width before the tlb is realized.

In this case, I've put the draw widgets in one column (so that they're
easy to align), put the label widgets in another, and then made sure
that the label and draw bases are the same height in each row.

Kristine

```
 ************************************************************ *****************

function widget_height, widget

  widgetGeometry = widget_info(widget, /geometry)
  return, widgetGeometry.scr_ysize + 2*widgetGeometry.margin

end

 ;============================================================ ====

pro test_drawalign

xs = 300L
```

```
ys = 200L

tlb = widget_base(/row)

; make a label base:
labelBase = widget_base(tlb, /col, /frame)

; make a draw base:
drawBase = widget_base(tlb, /col, /frame)

; put stuff in the top of the label and draw bases:
labelBase1 = widget_base(labelBase, /frame, column=1)
label1a = widget_label(labelBase1,value='This is a pretty long label')
label1b = widget_label(labelBase1,value='Here is another long label')

drawBase1 = widget_base(drawBase, /row, /frame)
draw1 = widget_draw(drawBase1, /frame, xsize=xs, ysize=ys)

; put stuff in the bottom of the label and draw bases:
labelBase2 = widget_base(labelBase, /frame, column=1)
label2a = widget_label(labelBase2,value='Short label')
label2b = widget_label(labelBase2,value='Also short')

drawBase2 = widget_base(drawBase, /row, /frame)
draw2 = widget_draw(drawBase2, /frame, xsize=xs, ysize=ys)

; make the heights of the label bases the same as the heights of the
; draw bases:
height1 = max([widget_height(labelBase1),widget_height(drawBase1)])
widget_control, labelBase1, ysize=height1
widget_control, drawBase1, ysize=height1

height2 = max([widget_height(labelBase2),widget_height(drawBase2)])
widget_control, labelBase2, ysize=height2
widget_control, drawBase2, ysize=height2

;; Rest
widget_control, tlb, /realize

widget_control, draw1, get_value=win1
wset, win1
plot,[0,1]

widget_control, draw2, get_value=win2
wset, win2
plot,[1,0]

return
```

end

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