Subject: Re: Resetting a DRAW widget to have new size/scroll area...?
Posted by zawodny on Tue, 01 Nov 1994 12:40:46 GMT

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In article <Pine.SOL.3.91.941031170641.8872A-100000@chroma> Russ Welti
<rwelti@chroma.mbt.washington.edu> writes:
> I have an application with one main window, which has one
> drawing area, into which I TV images. Does anyone know:
> (snip)
> I have tried DESTROYING and rebuilding the draw widget, but with
> only partial success at best.
> (snip)
> ... When I do it, the window
> does a quick shrink and resize; but a tv to the new draw widget has
> no effect, and things get worse from there.
>
> Russ Welti

I agree that what you describe should work in principle and I am just about
ready to begin working on a similar piece of code myself. If you do indeed
need to destroy the widget to get the resize to work then all of the widget
id's will change upon recreation. The you will need to do the following:

```
 widget_control,root,/realize
 widget_control,get_value=window,draw_widget_id
 wset, window
```

again. Since destroying the widget in my application would cause the loss
of all the information stored in UVALUES I guess that the best solution for
such an application would be to create a separately realized widget that
contains the draw widget by itself. That way destroying and creating these
would not force the loss of data (or use of common blocks) and would let
the user know that the application did not crash (since the "control panel"
widget would still exist and respond).

 Good Luck,
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