
Subject: Re: Plot resize

Posted by [Liam E. Gumley](#) on Fri, 07 Jun 2002 17:37:20 GMT

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Ben wrote:

- > I have a fairly complex widget program that has dynamically resizing
- > parts.
- >
- > Why is it that Event.X and Event.Y return values smaller than the
- > actual form (base) size.
- >
- > Not that you would need to but I should be able to set the form size
- > to Event.X and Event.Y
- >
- > When I do this the form shrinks. On my system it shrinks by 8 pixels
- > in x and and 46 in Y. This is different on other systems (maybe due to
- > resolution etc.)
- >
- > Anyone know what causes this and how to stop it?

Here's a snippet from the top level base event handler for the IMGUI demo procedure described in my book:

http://www.gumley.com/PIP/About_Book.html

It shows how to resize a draw widget (and hence a top level base) following a top level base resize event:

```
;- Get change in size of top level base
if (info.version lt 5.4) then begin
  xchange = event.x - info.base_size[0]
  ychange = event.y - info.base_size[1]
endif else begin
  widget_control, event.id, tlb_get_size=base_size
  xchange = base_size[0] - info.base_size[0]
  ychange = base_size[1] - info.base_size[1]
endelse

;- Set new size of draw widget
info.draw_xsize = (info.draw_xsize + xchange) > 200
info.draw_ysize = (info.draw_ysize + ychange) > 200
widget_control, info.draw_id, xsize=info.draw_xsize,
ysize=info.draw_ysize

;- Store new top level base size
widget_control, event.top, tlb_get_size=base_size
info.base_size = base_size
```

info.version is the IDL version number
info.base_size is the last known top level base size [width, height]
info.draw_xsize is the last known draw widget width
info.draw_ysize is the last known draw widget height
info.draw_id is the id of the draw widget

The version dependent code is required because prior to IDL 5.4, the top level base size obtained by calling widget_control with the tlb_get_size keyword did not include the size of the menu bar. To put the example in context, you may wish to examine the complete IMGUI source code at the URL shown above (see "Sample Programs").

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>
