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Subject: Re: widget layout

Posted by [Matt Feinstein](#) on Sun, 14 Jul 2002 17:10:08 GMT

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In article <3D30B1DA.E0041F96@yahoo.com>, Ted Cary <tedcary@yahoo.com> wrote:

> Matt Feinstein wrote:

>

>>

>> Hmm, well, if there isn't a direct way of doing it, I guess you could

>> save that sort of information in the base's uvalue as part of the

>> state of the widget.

>

> Thanks, but that's what I used to do in this kind of situation. The routine

> was conceived in the first place so that I would not have to resort to

> storing widget geometry information in base uvalues, since keeping track of

> such details during TLB resizing can be a pain for all but the most simple

> GUIs. I was hoping for something more general that worked along the lines

> of the WIDGET\_INFO function.

>

> TC

>

I admit-- I'm new to IDL, so let me continue in the 'why doesn't the easy way work?' mode. Why can't you define a 'descendent' function of widget\_info() that wraps around widget\_info(), adds a keyword, and does what you want by looking at the base uvalue (where, I'm assuming, the appropriate state information is stored)?

Matt

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