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Subject: Re: IDL dynamical widget resizing bugs under linux  
Posted by [David Fanning](#) on Fri, 01 Nov 2002 03:29:14 GMT  
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Sandro Kan (falso@falso.it) writes:

```
> Im am trying to resize a text widget when the user resizes the base widget.  
> I have hear of some bugs, is it? I actually use 5.3; what about  
> 5.5?  
>  
> Here is an axample of my problem; thanks to all who will try to help me.  
>  
>  
> Alessandro Mura  
>  
> ...  
>  
>  
> pro prova2002_10_31_14_47  
>   w1=widget_base(uname='W1', scr_xsize=500, scr_ysize=500, $  
>   /tlb_size_event ,space=3 ,xpad=3 ,ypad=3,mbar=wid_base_0_mbar)  
>   w2 = widget_text(w1, uname='wid_text_0' $  
>   ,xoffset=10 ,yoffset=10 ,scr_xsize=480,scr_ysize=480 $  
>   ,/scroll, /all_events , editable=0, /no_copy $  
>   ,value='Ciao a tutti; Hello world')  
>   widget_control, /realize, w1  
>   xmanager, 'W1', w1  
> end  
>  
> pro w1_event, event  
>   wwidge=event.top  
>   xsize=event.x-20.   wwidge=event.top  
>   xsize=event.x-20.  
>   ysize=event.y-20.  
>   id=widget_info(wwidge,find_by_uname='wid_text_0')  
>   widget_control, id, scr_xsize=xsize, scr_ysize=ysize  
> end
```

Oh, dear. You must be a disciple of the IDL GUI Builder. :-(

Try substituting "ROW=1", instead of "scr\_xsize=500, scr\_ysize=500" in your widget\_base command. Things will work a lot better. In general, but especially with bases, you don't want to use explicit sizing if you can get away with it. And never if you want resizable widgets. Lay things out in rows and columns and let bases size themselves to their contents.

Oh, and maybe get a good book about IDL programming. :-)

Cheers,

David

P.S. Sorry for the short answer, but I'm off to the party!!

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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