
Subject: Re: Object graphics on Windows

Posted by [David Fanning](#) on Thu, 12 Jun 2003 17:35:54 GMT

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JD Smith writes:

- > Despite the oft-misinformed outlook of Windows users, who have been
- > hardened by enduring years of incompatible OS upgrades, the various
- > different linux distributions are actually, for the most part, just
- > different flavors of exactly the same thing, diverging most notably in
- > GUI themes and control tools.

And if I didn't know better, I would bet it is exactly these "GUI themes and control tools" that make resizing widgets "problematical". :-)

Of course, it is really the whole notion of "cross-compatibility" that makes any GUI representation problematical. I have noticed that I have even more problems (it seems) when I incorporate widgets into objects. The problem seems to be systematic, rather than the result of my typical boneheaded programming style, since I've seen manifestations of it popping up in the strangest places (e.g., in IDL 6.0). For the most part it seems harmless. And it is always amusing to see a lone button widget pop up in the middle of nowhere, followed seconds later by the rest of the user interface.

Cheers,

David

P.S. Let's just say a course in alchemy would have been handy for dealing with the the day to day trials and tribulations of widget objects. :-)

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

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