
Subject: Re: Object graphics on Windows

Posted by [savoie.s.p.a.m.](#) on Thu, 12 Jun 2003 14:44:02 GMT

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David Fanning <david@dfanning.com> writes:

> M. Katz writes:

>

>> Although I had hoped this day would never come, I've been forced by
>> flaky Linux hardware drivers to port my IDL GUI programs onto Windows
>> (2000). Everything was (is) developed on Mac OS X and normally runs on
>> a Linux machine--and I've never had any problems with that. So here I
>> am "slumming" on a 19th century operating system and I've got some
>> issues.

>> d) Dragging the corners of widget top-level bases to resize them
>> (with appropriate event handling routines) seems to be problematic at
>> best.

>

> Uh, well, I've never found it problematic, but I'll take your
> word for it. :-)

Well, I've had incredible problems with this on linux, but because I'm
running a "non supported" linux, SUSE8.0, they will not file a bug report.
So if you are lucky enough to be running the right version of Red Hat, maybe
you can file this as a bug.

> --

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