
Subject: Re: How to get actual widget size?

Posted by [David Fanning](#) on Thu, 16 Oct 2003 19:54:19 GMT

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David Yip writes:

> Say a user is resizing the base widget. They aren't really moving
> it but they have the mouse button depressed. My code explicitly
> changes the base widget size with `widget_control`. The widget obvious
> can't change since it's being overrode by the window manager. The
> problem is, when I do a `widget_info` call, the response I get is the
> size that I tried to set it to instead of the actual size. For
> example, the window is 300 pixels high. I try to change it to 600,
> but it doesn't change because the user is holding down the mouse
> button. When I query the size, IDL tells me it's 600 when in reality
> it's 300. How can I get a widget's real size and not what IDL thinks
> it is?

Say what!? The only way I know to get a resize event into
an event handler is *after* the resize takes place. How,
exactly, does this program of yours work? :-)

Cheers,

David

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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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