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Subject: How to get actual widget size?

Posted by [dcw\\_yip](#) on Thu, 16 Oct 2003 19:36:39 GMT

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Hi:

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 obviously 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?

thanks,  
David

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