
Subject: Re: widget_base and windows position

Posted by [David Fanning](#) on Mon, 20 Dec 2004 22:17:25 GMT

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Francois L. writes:

```
> I want to draw a Top Level Base containing three sub-windows like this:
> Window 1, large, on the top.
> Window 2, medium, bellow window 1.
> Window 3, small, right of window 2 and bellow window 1.
>
> With the following code, windows 2 and 3 are on top of window 1:
> -----
> tlb = widget_base(title='top level base',/row)
> baseLeft = widget_base(tlb, /column)
> baseRight = widget_base(tlb, /column)
> BaseLeftBottom = widget_base(baseLeft, /row)
> w1 = widget_draw(BaseLeft, xsize=512, ysize=512)
> w3 = widget_draw(BaseLeftBottom, xsize=256, ysize=256)
> w4 = widget_draw(BaseLeftBottom, xsize=128, ysize=128)
> widget_control, tlb, /realize
> -----
>
> What would be the correct code for placing window 1 above ?
```

It would be something like this:

```
tlb = widget_base(title='top level base',/column, base_align_center=1)
basetop = widget_base(tlb, row=1)
basebot = widget_base(tlb, row=1, base_align_center=1)
baseLeft = widget_base(basebot, /column)
baseRight = widget_base(basebot, /column)
w1 = widget_draw(basetop, xsize=512, ysize=512)
w3 = widget_draw(baseLeft, xsize=256, ysize=256)
w4 = widget_draw(baseRight, xsize=128, ysize=128)
widget_control, tlb, /realize
```

Cheers,

David

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