
Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0

Posted by [zawodny](#) on Fri, 16 Jun 1995 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <3rpcqa\$hc1@post.gsfc.nasa.gov> thompson@orpheus.nascom.nasa.gov (William Thompson) writes:

> zawodny@arbd0.larc.nasa.gov (Joseph M Zawodny) writes:

>

>> I am running IDL V4.0 under OSF/1 V3.0 and I have noticed that the new

>> release of IDL has radically altered the appearance of my widgets.

... stuff deleted

>> Dropping the XSIZE keyword "fixes" the problem.

>

>

> To solve this problem, we've gone through our code and removed all references
> to XSIZE and YSIZE in calls to WIDGET_LABEL. In my opinion, having XSIZE and
> YSIZE in pixels for a text label is useless.

My orginial intent in using the XSIZE and/or YSIZE keywords in WIDGET_LABEL was to create a fixed size label where I could write various things while the widget was running. The key word idea here is fixed size. I did not want my widget geometry shifting around after every WIDGET_CONTROL call. As it turns out it may have been unneccessary. As it is now I'd have to agree with you.

--

Joseph M. Zawodny (KO4LW)

NASA Langley Research Center

Internet: j.m.zawodny@larc.nasa.gov

MS-475, Hampton VA, 23681-0001

TCP/IP: ko4lw@ko4lw.ampr.org Packet: ko4lw@n4hog.va.usa.na
