
Subject: Re: Changes in wigdet behavior/appearance under IDL 4.0
Posted by [David S. Foster/Admin](#) on Thu, 15 Jun 1995 07:00:00 GMT
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zawodny@arbd0.larc.nasa.gov (Joseph M Zawodny) wrote:

- >
- > 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. I have
- >
- > Has anyone else seen this or related alterations to widget behavior? If so
- > on what platforms and under what operating(windowing) system?

Yes! Text widgets update much slower, and the XSIZE and YSIZE keywords to WIDGET_LABEL are in pixel units. I personally think these should be in character units, since that's what you're displaying! It's a shame that you have to upgrade your code as well!

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