Subject: IDL re-sizing - how to do EASILY?
Posted by kotsines on Fri, 02 Jun 1995 07:00:00 GMT

I am fairly new to IDL, and am trying to make my widget application
re-sizable.   I would prefer not to use TLB events to determine when
my window has been resized and then manually re-size all the widgets
within it.

Is there an easy way to make a widget that will re-size itself to
the size of it's parent? example:

BASE = WIDGET_BASE(title = 'test')
DRAW = WIDGET_DRAW(BASE)
WIDGET_CONTROL, BASE, /REALIZE

...at this point, the DRAW widget will be a small square regardless
of how big I drag the BASE window to.

My real application is not so simple, and has multiple widgets in
BASE. However, I want only one of those internal widgets to be
re-sized when BASE is resized.

Any ideas on how to gracefully do this?

Thanks,
Tom