
Subject: Re: Draw Widget in GUIBuilder?

Posted by [michael aye](#) on Wed, 26 Jul 2006 20:56:14 GMT

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Doug Edmundson wrote:

> maye wrote:

>> I found out more about it:

>> Everything goes well, if I don't use the tab widget.

>> And with the tab widget, it works, IF one puts the sizing of the tab

>> widget element to explicit. But only then. Otherwise the whole area is

>> shrunk, don't know why, b/c in the manual it says that the size of

>> the tabwidget is determined by the largest base in the tab elements. As

>> the base size is determined by the explicitly sized draw widget, the

>> tab widget should find out about that, but it doesn't seem to do so.

>> guess this is a bug? Or an un-understood feature?

>> Anyway, with some mangling i could do now what I wanted.

>> Regards,

>> Michael

>>

>

> Michael,

>

> I wrote a little widget application and am not seeing the problem. I

> tried it on IDL 6.0 and 6.3. I've included the program below. Please

> give it a try and let me know how it runs (or if I'm not correctly

> duplicating your widget layout). If it doesn't fail, can you send me

> your reproduce case? Also, what version of IDL are you running? Do you

> have a non-Windows machine you can try it on?

>

> Doug

>

> --- 8< -----

>

> pro tabster

>

> topBase = widget_base()

>

> tabBase = widget_tab(topBase)

>

> tab1 = widget_base(tabBase, title = "One", /column)

>

> buttonBase = widget_base(tab1, /row)

> button1 = widget_button(buttonBase, value = "B1")

> button2 = widget_button(buttonBase, value = "B2")

> button3 = widget_button(buttonBase, value = "B3")

>

> draw = widget_draw(tab1, xsize = 512, ysize = 512)

>

```
> widget_control, topBase, /realize
>
> end
```

Thanks for your help, Doug!

Your code works fine (using 6.3/XP here), it's just the GUIBuilder that works a bit funny, i guess. The GUI creation is quite easy as you have shown, I was just a bit scared/lazy to fiddle with the event handling, there I really like the comfort of the GUIBuilder.

But I just had a look again at the event handling, I guess at the end I save some time sparing me the trouble with the GUIBuilder. ;)

Thanks anyway!

Michael
