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Subject: Draw Widget in GUIBuilder?

Posted by [mayer](#) on Tue, 25 Jul 2006 15:19:45 GMT

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Hi!

I have a problem with the sizing of the Draw Widget using the GUI Builder, is there a limit or some speciality with the handling?

I thought maybe it better always has it's own base, but that didn't help.

My hierarchy looks like this:

MainBase

-Tab

- - tab\_base (/column)

- - - tab\_base\_buttons(/row)

- - - - button1

- - - - button2

- - - - button3

(also tried here to add another base for the draw widget and put it inside)

- - - Draw Widget

and i would like the widget to be 512x512 pixel, but it just doesn't grow enough.

I've tried to make all other things' sizing to default and only have the draw widget 'explicit' sizing values.

But somehow this problem can't be related fully to the Draw widget itself, because even the buttons are cut off, if i center their base widget. This cutoff happens at a width of the underlying draw widget of 375 pixels. Is that somehow a special number for the GuiBuilder?

I also saw with the simpler IDL examples with Draw widgets, that sometimes I first have to drag the base widget large enough before explicitly sizing the Draw widget, so that there will be enough space.

However, this helped with the simple examples, but not in mine.

Any ideas would be heartly welcome!

Cheers,

Michael

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