
Subject: Resizing Mac base widgets

Posted by [kryan](#) on Thu, 28 Sep 1995 07:00:00 GMT

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I've found a couple of bugs in WIDGET_BASE sizing on the Macintosh, using IDL 4.0.1. First, if the contents of a parent base are resized (such as a draw widget) so that the composite size of the base widget is larger than screen size, you end up with the widget extending off the screen. If it is created with the components so sized, the base window is limited to the screen dimensions and has an active scroll bar. However, modifying the contents once the widget has been realized creates a base widget extending out of sight. If you use the mouse to resize an oversize window, it snaps down to that size (screen limited), again with an active scroll bar. However, there appears to be no way to cause the widget to do this under program control.

Attempting to set the SCR_XSIZE and XSIZE to provide an active viewport smaller than the overall widget size, as per the help files, does not work: at best you get a window set to the XSIZE with inactive scroll bars, and no way to look at the out of view portion of the base widget. SCR_XSIZE does not appear to do anything to aid this. This represents a bug in the executable, or a serious error in the documentation. Attempting to pass a resizing event using WIDGET_CONTROL, in an attempt to force a reevaluation of the size as per manual manipulation of the size box, also does not work.

Any suggestions?

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