
Subject: Re: changing size of the draw widget
Posted by [zawodny](#) on Thu, 21 Sep 1995 07:00:00 GMT
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In article <43pssb\$g3j@ncar.ucar.edu> Charlie Zender <zender@ncar.ucar.edu> writes:
> i'm simply wondering how to get the size of my graphics to change with the size
> of the drawing window that they reside in. i create a base widget
> (a separate x-window) for the drawing, and then i make a draw
> widget as a child of the base widget, specifying an initial size with the
> [xsize,ysize] keywords to the widget_draw() routine. these initial
> x and y sizes are what is reported by the !d.x_size, !d.y_size variables
> forever after, even if the user changes the size of the actual x-window.
> so how do i find out the size of the x-window, so that i can reconfigure
> the draw widget? or is there a better way of doing this?

Try using the /TLB_SIZE_EVENTS keyword of WIDGET_BASE and then writing
an event handler to process these base widget resize events. Hint:
Keep track of the old size and assume that the difference between it
and the new size is what you need to change the draw widget by. Use
WIDGET_CONTROL to resize the draw widget. All of this assumes that
the layout of any of the other widgetry around the draw widget does
not change it's geometry in response to the resize event. OH, you will
also have to redraw and graphics that might have been in the old draw
widget as they will not automatically stretch to fit the new size.

Best of luck

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