
Subject: Widget layout in BASE to get table in IDL 4.0

Posted by [nmw](#) on Thu, 05 Oct 1995 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have an application which used to work in IDL 3, but no longer produces sensible output in IDL 4.0.

What the routine is supposed to do is produce a table of widgets with the rows and columns nicely aligned. Using IDL 3 I could do this by creating a BASE widget and using the COLUMN attribute to tell it how many columns to use. Then I could fill the base with the widgets and the same number of widgets would be put into each column and each widget would be the same height, pretty much like a Motif RowColumn widget.

With IDL 4 this is no longer the case. The widgets are all packed into the BASE widget and it doesn't even put the same number in each column. The result is a free-form complete mess. I have tried creating additional BASE, /COLUMN=1 widgets of the main BASE and then putting the table widgets in these. This does allow me to put the correct number of widgets in each column, but the widgets in each column are of different heights so they don't align across. I cannot use the XSIZE and YSIZE attributes because they are ignored for ROW/COLUMN BASE widgets.

BTW, this is not regarded as a bug, but as a new *feature*. I have been told that this is the way it is now *meant* to work.

Does anyone have any idea how it might be possible to create a table of widgets of different types which are aligned to a grid? I don't want to have to use a Bulletin Board type BASE and specify the XSIZE, YSIZE, XOFFSET, and YOFFSET of every child because a) it's very tedious and requires alteration every time a new row or column is added, b) it only works on one screen with one font - a different screen or font requires all the values to be changed.

--

Nigel Wade, System Administrator, Ionospheric Physics Group,
University of Leicester, Leicester, LE1 7RH, UK

E-mail : nmw@ion.le.ac.uk

Phone : +44 (0)116 2523568, Fax : +44 (0)116 2523555
