
Subject: Re: GUI size on different screens

Posted by [David Fanning](#) on Wed, 29 Nov 2006 20:56:08 GMT

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Rick Towler writes:

- > This thread awakens a long suppressed annoyance with IDL and its lack of
- > a default window/widget re-sizing event handler. Would it not be
- > possible to say specify that a tlb be resizable, *not* specify a resize
- > event handler, and have IDL automagically scale all of the widgets
- > proportionally?
- >
- > I'm sure a number of people are hitting reply right now to propose cases
- > where this behavior wouldn't be desirable. And they'd be right. And
- > they could write their own resize event handler. But there are a lot of
- > cases where this re-sizing behavior is quite acceptable. In Lory's
- > case, a few lines of code could resize the entire gui, instead of having
- > to rework much of the gui creation code.

This was one of our ambitious goals for the Catalyst Library when Dave Burrige and I first wrote it. I'll bet Dave told me 30 times that he "had the problem solved", only to have his spirits crushed when I could come up with a counter-example in less than five minutes. (Of course, we weren't working with some of Dick Jackson's nifty tools then, either.)

Some days I became convinced that IDL was substituting random numbers for widget geometry, but this was corrected, more or less, by adjusting the dosage of my medication.

I'm just saying, it was one frustrating time in my life.

I'd like to see it happen, too. But I am *definitely* not going to be counting on it. :-(

Cheers,

David

P.S. I even got (I think) this to work for a *single* widget, a status bar. I was so excited I was going to write an article about it, but I notice the article is not on my web page. I'm trying to remember why not. Probably because I *still* had to use a fudge factor that I couldn't explain away.

--

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