

---

Subject: Re: GUI size on different screens

Posted by [Rick Towler](#) on Wed, 29 Nov 2006 17:18:17 GMT

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

---

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.

-Rick

lory wrote:

> Hi,  
> I developed a software in IDL with a large number of GUIs. The screen  
> resolution of my PC is 1600x1200 and the GUIs are correctly sized for  
> this kind of screen. I did not use explicit sizing of the widgets,  
> since I need to use both linux and windows systems. Now, I installed my  
> software on a laptop with a 1024x768 pixels screen and ... the software  
> is totally useless since the GUIs are too large and go off the screen !  
> Is there any simple solution to this problem? There is any way to  
> resize characters, buttons and so on accordingly with the screen size?  
> Please, I don't want to rewrite all the code to fit the 1024x768 pixels  
> ! It's a lot of code !  
>  
> thanks  
>  
> lory  
>

---