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Subject: Re: GUI size on different screens

Posted by [lory](#) on Tue, 28 Nov 2006 19:34:01 GMT

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>

> To do size tinkering, I often get the geometry of a widget after  
> it has been created and filled, but before it is realized.

How do you get the geometry of the widget? (I checked the help without  
success ..., sorry if it is a stupid question)

> Using

> the geometry values, I can size other widgets, etc. Then, when the  
> widgets get realized, they are all the correct size, as if by magic.

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