
Subject: Re: widget sizing

Posted by [Wox](#) on Wed, 10 Jan 2007 16:48:55 GMT

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Euhm... the text widget has the correct size, it is the parent base widget which doesn't.

I stripped of all unnecessary things. Pushing "make" shows what I mean:

```
pro test_event,ev
  widget_control,ev.top,get_uvalue=base
  n=50

  t=widget_text(base,value=replicate('text',n),ysize=n,/SCROLL ,scr_ysize=100)
end
```

```
pro test
  base=widget_base(/row)
  bt=widget_button(base,value='make')
  ch=widget_base(base,/column)
  WIDGET_CONTROL,base, /REALIZE,set_uvalue=ch
  Xmanager,'test',base,/NO_BLOCK
end
```

On Wed, 10 Jan 2007 07:45:44 -0700, David Fanning <news@dfanning.com> wrote:

> At least in IDL 6.3 in Windows, the screen size of the widget
> is always what is displayed.
