
Subject: Predicting string lengths in widgets
Posted by [mattf](#) on Mon, 06 Aug 2007 11:41:34 GMT
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Hi all...

I have a table widget and I'd like to set the column widths -before- the table is realized so that the user doesn't have to fiddle with adjustable widths. Unfortunately, I don't know the lengths of the strings that I'm going to put into the table before running the program, and the strings may be rather long. And, for a cross-platform application, I don't know what the font will be, or, for that matter, the size of the display.

At the moment, I'm just hacking at the problem by using a pixmap window and the width parameter in xyouts to get an idea of the string length in pixels, e.g., if the string is 'test_str' I do

```
str_max_sz  
window, /free, /pixmap, xsize = str_max_sz, ysize = str_max_sz  
xyouts, test_str, width = w  
wdelete  
str_pix_len = ceil(w*str_max_sz)
```

and then use a fudge factor to get good-looking column widths from str_pix_len. But there must be a way of doing it, you know, correctly... no?
