On Aug 6, 12:40 pm, "mgal...@gmail.com" <mgal...@gmail.com> wrote:
> On Aug 6, 5:41 am, mattf <mfe...@earthlink.net> wrote:
>
>
>
>> 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?
>
> Check out the STRING_SIZE keyword to WIDGET_INFO. (IDL 6.2+ required.)
>
> Mike
> --www.michaelgalloy.com

Thanks. I saw that, actually, but the documentation is mercilessly
brief. Does the widget have to be realized? Do all the widgets on a
given base inherit the same default string-to-pixels scaling? I
suppose I could try applying WIDGET_INFO with that keyword to some
realized widget in the widget application, and then kinda assume that
a string in my table would work the same way... Still kind of a hack,
but seems closer to the right answer. Hmm...