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Subject: Re: Predicting string lengths in widgets

Posted by [Michael Galloy](#) on Mon, 06 Aug 2007 16:40:30 GMT

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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

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