Subject: Re: slider size
Posted by Andrew Cool on Thu, 30 Aug 2007 04:50:50 GMT
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On Aug 29, 10:34 pm, Loren Anderson <andersl...@yahoo.com> wrote:
> Thanks! That's a very cool little program. I'll have to try out all
> the options, but I still seem to have the same problem - if I want
> each mouse drag of one pixel to be one step, the slider size specified
> with "XSIZE" isn't large enough. For example, in this call to
> descrete_slider,
>
> Slider = DISCRETE_SLIDER(tlbID,/DRAG,/step, increment = 1, MIN = 1,
> MAX = 400, XSIZE = 400)
>
> the slider will skip a bunch of values (6, 17, 28, etc).
>
> In thinking about this for a while, I have come up with two solutions
> 1) Just make the XSize larger than I need (37 pixels for my machine -
> maybe more for windows (?)). Then I could use the descrete_slider
> program.
> 2) Somehow find out how much larger the slider needs to be by creating
> a slider and using tlb_get_size, then resizing the slider
> appropriately. This should work, but I can't seem to figure it out.
>
> What I'm worried about is that the sliders may have different sizes on
> different machines, not just on different platforms, which is why #2
> would be better. #1 would be a lot easier though!
>
> -Loren

> the slider will skip a bunch of values (6, 17, 28, etc).

Shouldn't happen if you click on the left/right buttons that
Discrete_Slider adds,
when you use the /END_BUTTONS or /STEP_BUTTONS keywords - I forget
off hand which does what...

Use those buttons, and leave the IDL ones alone, and you'll be in
Heaven...

Andrew