

---

Subject: Re: Programmatic size adjustment of widgets under Windows vs. UNIX  
(was "Natural size of explicitly-sized widget")

Posted by [Jean-Paul Davis](#) on Wed, 29 Aug 2007 23:44:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On Aug 29, 4:23 pm, David Fanning <n...@dfanning.com> wrote:

- > At the time I started down this path my attitude was
  - > "to hell with the UNIX people, they're used to things
  - > looking like crap anyway." I was just trying to get something
  - > to work on the two flavors of Windows I was running.
  - > I hope your assumption about Motif is correct, because
  - > God help you if it isn't. I do have a pretty good idea
  - > where I am going to put my money, however. (Anybody
  - > want to help us track down the Macintosh numbers, by
  - > the way?)
- 
- > By the way, I am EXTREMELY impressed with all the hard
  - > work here. I'm just amazed that someone would stick with

In fact, I was all ready to start the bureaucratic side of the process required to distribute my application with the look-nice resizing turned off for UNIX (and a mention in the user's manual that the GUI's wouldn't look as nice in UNIX due to missing capabilities in IDL), when I realized there SHOULD be a way to make it work in UNIX too, and that, even if it sometimes seems random, there must be a logical explanation for all observed behaviors (even if the behavior is illogical). Due to my sometimes-unhealthy level of perfectionism, I soon found myself spending two whole days figuring it out, and now I can remove the lie about missing capabilities from my user's manual. I think it will work on other UNIX systems... my main reason for doing it is that a significant number of the potential users work on Macs. I will post back if I find it does not behave correctly on Mac.

It would be nice if someone could compile a complete list of behaviors, or write a detailed "how-to" on making your GUI's look nice. Unfortunately (or perhaps fortunately), that's not what I get paid to do.

Jean-Paul Davis

---