
Subject: Re: Problems with draw_xsize keyword in widget_control

Posted by [Ken Knighton](#) on Wed, 10 Jan 1996 08:00:00 GMT

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ldorffne@fbgeo1.tuwien.ac.at (Lionel Dorffner) wrote:

> I have problems with the 'draw_xsize' and 'draw_ysize' keywords in
> widget_control. As the manual says those keywords can be used to change the
> width and height of the drawable area for scrolling draw widgets. With the
> keywords 'scr_xsize' and 'scr_ysize' I only can change the viewport size.

The draw_xsize and draw_ysize keywords worked for me under HP_UX/IDL 4.0.

To the best of my knowledge, the following table shows the actual keywords that must be used to accomplish various sizing operations on a draw widget. As you can see, the keywords for creating the widget using WIDGET_DRAW and changing it using WIDGET_CONTROL are inconsistent. The documentation does a poor job of making this clear.

	WIDGET_CONTROL	WIDGET_DRAW
Entire Widget	SCR_X/YSIZE	SCR_X/YSIZE
Viewport	X/YSIZE	X/Y_SCROLL_SIZE
Canvas	DRAW_X/YSIZE	X/YSIZE

As you can see from the above table, the keywords are inconsistent in their usage.

If the draw widget is created with scroll bars, then it seems to want them there (or at least the space for them) even if the viewport and canvas are the same size so that they are no longer needed. There is no way to turn this off without destroying and recreating the draw widget. Note that destroying/recreating isn't necessarily a bad way to go.

My experience is primarily on HP-UX/X-Windows/IDL 4.0

I hope this helps.

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