
Subject: Re: IDL 7.0 questions

Posted by [Vince Hradil](#) on Wed, 05 Dec 2007 18:02:39 GMT

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

On Dec 5, 11:42 am, David Fanning <n...@dfanning.com> wrote:

> David Fanning writes:

>> Well, I did something and it popped back in. But then

>> I took it out again to see what THAT was all about,

>> and I can't get it in again. What in the world did I

>> do the first time?

>

> I hate to pick at a scab, but I am *certain* there must

> be an algorithm behind grabbing GUI elements and moving

> them around. Does anyone have any idea what it is? Where

> do I grab, and where should I drop to make things happen

> in a sensible fashion? I apologize for not being able

> to figure this out. But, on the other hand, I use the

> TV so infrequently that I have to get my son in here

> to set it up for me if I want to watch a movie, so

> this kind of thing is not my forte. :-(

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Here's some things I've discovered

grab in the blank area next to the "tab". Then drag slowly, pause where you might want it and you'll get "preview" of where it will go.

If you drag it "into" another view, it will add tabs to that view.

Also, move SLOW and watch the pointer. If it changes to a rolodex looking pointing then it will add the tabs to that view. The up/down/right/left arrows show where the window will be pasted, relative the the window underneath. Just don't "drop" it until you're sure it is where you want it.
