

---

Subject: Re: Font compatibility question

Posted by [Michael Galloy](#) on Thu, 17 Jul 2008 17:09:30 GMT

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

---

On Jul 17, 11:02 am, pdoherty <pedohe...@earthlink.net> wrote:

> On Jul 17, 12:24 pm, David Fanning <n...@dfanning.com> wrote:

>

>> pdoherty writes:

>>> Any information would be appreciated. I'd rather not have to go

>>> through this

>>> whole package and add a lot of OS based case statements.

>

>> My advice would be to use column and base widgets for program

>> layout and don't explicitly size \*anything\*. But maybe it's

>> too late for this excellent advice. :-(

>

>> Cheers,

>

>> David

>> --

>

> Thank yo fo rthe advice, but I find that \*some\* things need to

> be sized or the program gets too ugly.

>

> I want a base that holds a stack of widget\_buttons, so I create

> a column oriented base and fill it with buttons. I want all

> the buttons to be the same width, so I set it. Otherwise they

> are all sized by the system based on the text that labels them.

> It doesn't get much uglier than that. Is there some other way

> to force them to be the same? I suppose I could create bitmaps

> that were the same size and held the label text, but that is

> ugly programming.

>

> I tried to avoid explicit sizing of items when I wrote this,

> but found many circumstances in which that led to a very ugly

> layout.

>

> - Peter Doherty

I get the same size buttons for varying text lengths. For example, the buttons created below all have the same size:

```
pro mg_buttonwidget_test
```

```
  compile_opt strictarr
```

```
  tlb = widget_base(/column)
```

```
  a = widget_button(tlb, value='First button')
```

```
b = widget_button(tlb, value='B')  
c = widget_button(tlb, value='last')
```

```
    widget_control, tlb, /realize  
end
```

Mike

--

www.michaelgalloy.com  
Tech-X Corporation  
Software Developer II

---