
Subject: Re: IDL's (changing) widget behaviour
Posted by [Robert Moss](#) on Thu, 24 Oct 1996 07:00:00 GMT
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Stein Vidar Hagfors Haugan wrote:

>

snipped a bunch of stuff with which I sympathize

>

> And, if anyone out there has some great ideas on how to save space
> in widgets, please speak out...

>

> Stein Vidar

Well, I'd hardly call these `_great_` ideas, but here they are for what they are worth:

1) Allow your users to set the default font size for widgets with an environment variable. I have this bit of code in the startup file for my application:

```
; allow the user to customize the default font for widgets
fontsize = getenv( 'IDL_FONT' )
IF strlen( fontsize ) NE 2 THEN def_font = fontsize ELSE $
    def_font = 'lucidasans-'+strtrim( fontsize, 2 )
IF def_font EQ "" THEN def_font = 'lucidasans-12'
if !D.NAME eq 'X' then widget_control,default_font=def_font
```

This lets them choose a point size for the default lucida-sans font that I prefer, or set a completely different font of thier own choosing.

2) Map different parts of your interface to the same part of the screen. Yes, its not always desireable from an aesthetic point of view, but it can save real estate. A builtin example of this can be seen in the behaviour of the SLICER or XLOADCT widget.

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