Subject: Re: IDL's (changing) widget behaviour
Posted by Joseph M Zawodny on Thu, 24 Oct 1996 07:00:00 GMT

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Stein Vidar Hagfors Haugan wrote:
>
> (Here I go ranting again....)
>
> After we've finally got IDL 4.0.1 installed here, I'm beginning to take
> the time required to digest the *latest* round of widget changes
> (3.6 -> 4) to see what has to be done to restore the "damage", so to speak.
>
> One thing that's *always* bothered me about IDL's widgets is that
> they seem to be designed for someone with (at least) 2k x 2k pixels
> on their screen. Its just amazing how much "air" comes in between and
> around every little speck of information on the screen, not to mention
> the stupid idea of having a large, *proportional* font as default. Wah!.

(a few constructive criticisms edited out)
>
> Stein Vidar

I second that and offer the following. It is not uncommon to have
several
levels of base_widgets and I have noted that each one must add at least
one pixel around its contents. It seems to me that a base_widget is a
conceptual construct used for organization of the widget and need not
have
ANY physical manifestation on the screen. In other words a button in a
base_widget ought to be the same size on the screen as a button nested
in
a series of 10 base_widgets. I develop widget programs for persons who
travel and their notebook computers might have 800x640 resolution if
they
are lucky. So, RSI, go back through all the widget code and change
those
"if keyword_set()" tests to "if n_elements() eq 0" so key=0 is valid in
widget calls. Better yet, default to zero!

 JMZ

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