
Subject: Re: cgColor and Widget_Draw Frame problem
Posted by [David Fanning](#) on Thu, 01 Nov 2012 22:15:44 GMT
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Helder writes:

```
> I now tried this procedure:
>
> PRO TestcgColor
> wBase      = widget_base()
> wDrawColor = WIDGET_DRAW(wBase, XSIZE=100, YSIZE=100, FRAME=1)
> WIDGET_CONTROL, wBase, /REALIZE
> print,'Before wSet (without v):',!d.x_size, !d.y_size
> print,'Before wSet (with v):',!d.x_vsize, !d.y_vsize
> ThisWindow = !d.Window
> wSet, ThisWindow
> print,'After wSet (without v):',!d.x_size, !d.y_size
> print,'After wSet (with v):',!d.x_vsize, !d.y_vsize
> print, cgcolor('white')
> END
>
> Result:
>
> Before wSet (without v):      102      102
> Before wSet (with v):        102      102
> After wSet (without v):       100      100
> After wSet (with v):         100      100
> 16777215
>
> I'm running win 7 pro 64-bit.
>
> If I comment out the wSet command, I get the error.
>
> Ok, so I'm the only one having this error?
```

No, I see it now, too. Must not have had my coffee yet this morning. :-)

```
> I always use some where a wSet in my programs. And this is the first time that this appears. I
was writing very very simple widget to run some test I was drawing something right after the
creation of the widget (/REALIZE) and then I used cgColor() for figuring out the color. I do agree
that this is not the normal way a widget program runs, but as I said it was supposed to be an easy
and quick widget tool...
> As far as I'm concerned, I'm happy to call my window with wSet and then use cgColor, but I
have something inside me wanting to understand where the error is originating (no, not in the way
I wrote the widget code, but rather in the effect of wSet on !d.x_size and !d.y_size).
>
> I also checked the geometry of the widget, but that does not change before and after using
wSet.
```

Well, it's weird, but it's not the weirdest thing I've ever seen when working with widgets. Spend some time trying to get the largest possible window on your display in a device-independent way, if you REALLY want to have some fun with window sizes:

http://www.idlcoyote.com/code_tips/goldilocks.html

Cheers,

David

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
