
Subject: Re: how to resize a top level base widget
Posted by [David Fanning](#) on Mon, 08 Apr 2013 18:26:00 GMT
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superchromix writes:

- > Well, this is basically what you are doing in your resizing examples -
- > you resize the draw widget according to the resize event generated by
- > the base.

Well, not exactly. You wrote before:

- > As far as I can ascertain, the correct way to resize a TLB is to
- > resize the widgets contained within it.

I would say my approach is to lay out ALL my widgets in as many row and column base widgets as I need to achieve the desired layout in the GUI. (I normally set YPAD, XPAD, and SPACING to 0 in these layout base widgets.) Then, I simply resize the TLB according to the new values in the resize event structure and let everyone inside jostle around by themselves until they have achieved their new locations.

The only exceptions I think I have ever made is some accommodation for draw widgets. I sometimes resize these individually in the resize event handler, in an attempt to keep them some percentage of the total overall size of the top-level base. But draw widgets are, essentially, the ONLY widgets I ever explicitly size.

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.")
