

---

Subject: Re: how to resize a top level base widget  
Posted by [markb77](#) on Sat, 06 Apr 2013 20:44:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Apr 6, 10:03 pm, Coyote <sageande...@gmail.com> wrote:

> Well, I've been writing widget programs since the day they came out, and I have to admit I have never done anything remotely similar to what you suggest. :-)

>

> I suppose it is one way to to it. Sounds like a hell of a lot of work to me, though.

>

> Cheers,

>

> David

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.

I forgot to say that in my application I am only manually resizing the widgets whose size isn't automatically managed by the tlb... My TLB specifies COLUMN=1. It contains three base widgets in a column. The middle base widget is a "bulletin board" base (it doesn't specify the ROW or COLUMN keywords) so I have to set the positions and sizes of the widgets it contains manually. It is only the size of those widgets that I am updating (for example, my DRAW widget). In doing so, this changes the size of the TLB.

A few years ago you posted about wanting to resize your TLB to match the aspect ratio of the image you were displaying. You were running into problems when using WIDGET\_CONTROL to set the size of the TLB. I ran into the same problem, and this is how I solved it...

best,  
Mark

---