Subject: rescaling draw widgets: is there an easier solution to this?
Posted by Helder Marchetto on Mon, 27 Oct 2014 15:23:47 GMT

Hi,
I would like to have a widget_draw (or widget_window) within a widget_base with stuff on the top, left, right and bottom of the draw widget. If I change the size of the base with the mouse, I would like the draw widget to expand accordingly.

I found a way to do this, by keeping track of the size of the widgets (base and draw). However, I'm wondering if there is a cleaner way to do this.

Here is an example code:

```
pro testWidgetRescale_event, event
widget_control, event.top, get_uvalue=struct
newBaseGeometry = widget_info((*struct).wb, /geometry)
baseDiff = [newBaseGeometry.xsize-(*struct).baseGeometry.xsize,
newBaseGeometry.ysize-(*struct).baseGeometry.ysize]
widget_control, (*struct).wd, xsize = (*struct).drawGeometry.xsize+baseDiff[0], ysize =
(*struct).drawGeometry.ysize+baseDiff[1]
(*struct).drawGeometry = widget_info((*struct).wd, /geometry)
(*struct).BaseGeometry = newBaseGeometry
end

pro testWidgetRescale
wb = widget_base(/tlb_size_events, /tlb_move_events, column=3, /BASE_ALIGN_CENTER,
/ALIGN_CENTER)
void = widget_label(wb, value=' some stuff here', /align_center)
row2 = widget_base(wb, /column)
void = widget_label(row2, value=' some stuff here')
wd = widget_draw(row2, xsize=500,ysize=500)
void = widget_label(row2, value=' some stuff here')
void = widget_label(wb, value=' some stuff here', /align_center)
widget_control, wb, /realize
baseGeometry = widget_info(wb, /geometry)
drawGeometry = widget_info(wd, /geometry)
widget_control, wb, set_uvalue=ptr_new({wb:wb, wd:wd, baseGeometry:baseGeometry,
drawGeometry:drawGeometry})
xmanager, 'testWidgetRescale', wb, event_handler = 'testWidgetRescale_event' , /no_block
end
```

thanks,
Helder