
Subject: Re: Problem with modal widgets

Posted by [David Foster](#) on Tue, 20 May 1997 07:00:00 GMT

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Mark Rivers wrote:

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>
> In article <337B5385.5AC8@bial1.ucsd.edu>, David Foster <foster@bial1.ucsd.edu> writes:
>> This will either be a good puzzle, or a stupid question. Enough said.
>>
>> I want to "truly center" a modal widget in the center of the screen,
>> meaning that you have to take into account the size of the widget
>> itself. Prior to IDL 5.0 I could do this by:
>>
>> * create widget
> * unmap widget
> * realize widget
>> * use WIDGET_CONTROL, wid, TLB_GET_SIZE to get the size
>>   of the widget, and calculate position accordingly
>> * use WIDGET_CONTROL, wid, TLB_SET_[XY]OFFSET to position widget
>> * map the widget
>
> ...
>> And since you have to realize the widget before you can get the size
>> of it, I don't see a way around this problem.
>
> I have not looked at this specific problem, but in general you do NOT have to
> realize a widget to get its size. I frequently create dummy widgets which are
> never realized just to get their size, allowing me to then neatly lay out real
> widgets. Does this not work for your widget?
>
```

I just discovered the keyword GEOMETRY for WIDGET_INFO(), that returns a structure containing many useful fields with regards to a widget's geometry, and the widget does NOT have to be realized!

As far as I know, you cannot use "WIDGET_CONTROL, b, TLB_GET_SIZE" to get the size of a widget before it is realized.

Thanks for the replies. Once I saw that Mark had done this, I knew I missed another damn keyword *somewhere*!

Dave

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"I have this theory that if we're told we're bad,  
then that's the only idea we'll ever have.  
But maybe if we are surrounded in beauty,  
someday we will become what we see." - Jewel Kilcher

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