Subject: Re: TLB Widget resizing
Posted by Craig Markwardt on Tue, 17 Aug 1999 07:00:00 GMT
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davidf@dfanning.com (David Fanning) writes:

- > Here is my (I hope) helpful suggestion: Put some minimum X and Y
- > base size values in your info structure. Refuse to allow anything
- > to size itself smaller than this minimum size. I'd have
- > code something like this:

>

- > PRO TEST_RESIZE, event
- > Widget Control, event.top, Get UValue=info, /No Copy
- > Widget_Control, info.drawID, Draw_XSize=(event.x > info.minXsize), \$
- > Draw_YSize=(event.y > info.minYsize)
- > Widget_Control, event.top, Set_UValue=info, /No_Copy
- > FND

Right. I might have been chasing my tail more than I needed to. Something interesting did come up in my trevails however.

I think I have found another work-around for the dreaded expanding widget bug. [As a summary, the bug is that resizable widgets will grow an *extra* amount every time their size is adjusted.]

Make sure your top-level base has XPAD=0 and YPAD=0 upon initialization. That removes any margin spacing in the top level base, and seems to solve at least part of the expanding widget problem. If you do need margin spacing, then you can encapsulate everything in another base widget, using the default XPAD and YPAD.

Example code:

Now, put everything in tlb instead of tlb0.

Unfortunately this doesn't solve the problem of widget windows with menus. Apparently menus are also considered to be padding.

Craig

Subject: Re: TLB Widget resizing
Posted by davidf on Tue, 17 Aug 1999 07:00:00 GMT
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Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

- > I have a different question however. There appear to be times when
- > you can resize a window to *smaller* than it is supposed to be. That
- > is, try to resize a window so that there is no way for all of the
- > component widgets to fit.

>

- > In that case, you do get a resize event which describes the size of
- > the new, small window. For a moment on my Linux screen, the window
- > does get smaller. However, IDL smartly decides that the component
- > widgets can't fit inside, and the window "bounces" back to a larger
- > size. It grows to a new size -- BUT a resize event is NEVER SENT.

>

- > Who cares right? Well, I have a draw widget that is resized based on
- > the (incorrect) numbers in the resize event. When the window
- > "bounces" to a new size, the resulting draw widget looks pretty goofy.
- > You can reproduce this in David Fanning (and my) XWINDOW program, and
- > also with the following RESIZE program, based on work by Liam Gumley.
- > Just run it, and resize the window to a very small width.

>

- > Can anybody suggest a way to get a new resize event? I have
- > considered requesting a timer event to periodically adjust the draw
- > widget's dimensions.

Here is my unhelpful suggestion first: get a PC. Mr. Gates has already thought about this situation and has determined you will never be able to make this mistake, ever. :-)

Here is my (I hope) helpful suggestion: Put some minimum X and Y base size values in your info structure. Refuse to allow anything to size itself smaller than this minimum size. I'd have code something like this:

```
PRO TEST_RESIZE, event
Widget_Control, event.top, Get_UValue=info, /No_Copy
Widget_Control, info.drawID, Draw_XSize=(event.x > info.minXsize), $
Draw_YSize=(event.y > info.minYsize)
Widget_Control, event.top, Set_UValue=info, /No_Copy
END
```

Cheers,

David

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David Fanning, Ph.D.

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

Toll-Free IDL Book Orders: 1-888-461-0155

[Note: This follow-up was e-mailed to the cited author.]