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Subject: Widget Resize on Mac

Posted by [Ben Tupper](#) on Tue, 25 Jul 2000 07:00:00 GMT

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Hello,

I have a resizable widget direct graphics routine that I am able to use on UNIX and Windows without difficulty. I have been fussing with it all day on the Mac because it resizes incorrectly. It seems like the right hand margin gets chopped so that the last axis label may (or may not) get trimmed. It doesn't seem to matter if the resize event results in a smaller or larger widget base.

I have tried using the explicit fix for UNIX widget resizing described on David's webpage and it seems to help considerably, but the fix does not solve the problem entirely. Before using the fix, the plot runs off the draw widget (to the right) after a resize event occurs. With the fix in place, the plot falls entirely within the draw widget but the righthand vertical axis is squished against the right hand side of the draw window.

The UNIX fix is described on David's page...

[http://www.dfanning.com/idl5\\_info/unix\\_tlb\\_menu.html](http://www.dfanning.com/idl5_info/unix_tlb_menu.html)

Has this been dealt with before? if so, what is the solution?

Thanks,

Ben

P.S. How come the Mac keyboard size is inversely related to it's speed? Geez, I'm glad we didn't get the top of the line G4! This keyboard is much too dainty for my fingers to stump around on!

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Ben Tupper

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[btupper@bigelow.org](mailto:btupper@bigelow.org)

note: email address new as of 25JULY2000

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Subject: Re: Widget Resize on Mac

Posted by [promashkin](#) on Tue, 01 Aug 2000 07:00:00 GMT

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I apologize, I should have been more careful about the width of scroll

bars. 48 pixels now seems like way too much. I just checked and they appear to be 15 pixels wide. Where I got 48 from, was IDL online help and it *\*did not\** say it was the width of scroll bars:

\*\*\*

## SCROLL

Set this keyword to give the widget scroll bars that allow viewing portions of the widget contents that are not currently on the screen.

Note For the Macintosh, if you set XSIZE or YSIZE to a value less than 48, the base created with the SCROLL keyword will be a minimum of 48x48. If you have not specified values for XSIZE or YSIZE, the base will be set to a minimum of 66x66. If the base is resized, it will jump to the minimum size of 128x64.

\*\*\*

However, Online help must have taken into consideration the way IDL for Mac works with positioning in the top base, because when I used 48 as a negative offset on Ben's misaligned Draw widget, that provided perfectly visible right plot edge that was very close to the edge of inactive scroll bar.

I guess I humbly accept I have not yet outgrown the "It works! Cool!" attitude :-(

Cheers,  
Pavel

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Subject: Re: Widget Resize on Mac  
Posted by [Struan Gray](#) on Tue, 01 Aug 2000 07:00:00 GMT  
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Ben Tupper, [btupper@bigelow.org](mailto:btupper@bigelow.org) writes:

- > I think you are resizing the draw\_widget
- > explicitly as opposed to resizing the base\_widget.

Yup. Well, I'm changing the draw widget to fill up the resized base defined by the user via the window manager.

- > The value 12 is a surprise

It's been a while since I made up the hack, but I seem to remember that it didn't make sense to me either. It has worked reliably over several versions of IDL, from 4 onwards. I first stumbled across it when trying to get some David F's resizable widgets to look nice: they always seemed to resize twice over without the Mac-specific tweak. I've seen the same thing with a program ported from Solaris IDL.

I try to take a teenage attitude to these things (It works!)

Cool!) without getting too toddlerish (But why Daddy? Whyyyyyyyyyy????). I think this is why the IDL advanced programmers' group have never invited me to be a Plenary speaker.

Struan

PS: there's a new 'pro' mouse and keyboard from Apple, supposedly better than the 'orrible ones sold with your G4.

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Subject: Re: Widget Resize on Mac  
Posted by [Ben Tupper](#) on Tue, 01 Aug 2000 07:00:00 GMT  
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Wow! This is getting quite interesting. I had taken the liberty of pestering Pavel for help which he supplied generously. He tracked the problem down to my top level base definition which looked like the following:

```
TLB = Widget_Base(Title = 'Generic Window',$
    column = 1, /Base_Align_Center, $
    TLB_Size_Events = 1, MBar = MenuID)
```

Other than the menu bar, the only content of the widget base was a draw widget. Pavel suggested that I set Base\_Align\_Center to zero. It solved the problem.

Your solution is interesting because the window is an IDLgrWindow (as opposed to a Direct Graphics window, unless your Info.mainWindow is a object wrapper around the Direct Graphics window.) I think you are resizing the draw\_widget explicitly as opposed to resizing the base\_widget. The value 12 is a surprise because Pavel mentioned that the ever-present Mac window scroll bars occupy 48 pixels.

Thanks,

Ben

Struan Gray wrote:

```
> Ben Tupper, btupper@bigelow.org writes:
>
>> Has this been dealt with before? if so, what is the solution?
>
>   An ugly hack.
>
>   My top level bases send only resize events, so in my event handler
```

```
> I can have something like this (info is a pointer to a state
> structure):
>
> Case event.id of
>   (*info).myID: begin   ; resize event from top level base
>   if !version.os_family eq 'MacOS' then begin
>     xsize = event.x-12
>     ysize = event.y-12
>   endif else begin
>     xsize = event.x
>     ysize = event.y
>   endelse
>   (*info).mainWindow -> SetProperty, Dimension=[xsize, ysize]
>   end
> else: ; blah blah blah
> end ; case event.id
>
>
>   The value 12 was found by trial and error, but works for both
> direct and object graphics windows (with the appropriate set size
> commands.
>
> Struan
```

--

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Struan

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