
Subject: Re: Widget Bug

Posted by [promashkin](#) on Thu, 12 Oct 2000 07:00:00 GMT

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Nice pictures, Bernard. I noticed, however, that a user tends to get frustrated when there are more than 1-2 interactive alphanumeric fields in a GUI. They begin to mix up values, put strings into numerical fields and click randomly and frantically. I'd provide a map with crosshairs for Lat-Long, and sliders for local min and max. And of course, project name needs to default to the user's first name, and site name to "Kodak - RSI" :-)

Cheers,
Pavel

Subject: Re: Widget Bug

Posted by [Bernard Puc](#) on Thu, 12 Oct 2000 07:00:00 GMT

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Hello Again,

Sorry to reply to my own post - which means I didn't try hard enough first to figure this out on my own!

The problem stems from the fact that I realized the object before applying the offsets, then setting map = 1. I assumed that I had to realize the object first, in order to get its geometry using widget_info - this is not the case. By not realizing the object until after the offsets are applied, the problem disappears. And, now I do not have to use the map keyword.

Bernard Puc wrote:

>
> Hello,
>
> Has anyone come across the following problem? I have attached two gif
> images of a widget that demonstrate the problem. goodwidget.gif shows
> the widget as it is supposed to look. Note that the buttons are
> centered in their base widget's frame. badwidget.gif is what happens
> when I add to the code a line providing an x and y offset for the top
> level base (in order to center it on the screen). ie, "widget_control,
> tlb, xoffset = xdim, yoffset = ydim"
> Now, all the widgets are aligned with the bottom of their base, and look
> ugly.
> All positioning is done via column or row keywords, the widget is
> unmapped until the offsets are applied.
>
> My IDL: { x86 linux unix 5.3 Nov 11 1999}

>
> --
> Bernard Puc AETC, INC.
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> (703) 413-0500 Arlington, VA 22202
>
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> [Image] [Image]

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