
Subject: Re: Resizing object graphics on X
Posted by [promashkin](#) on Wed, 25 Oct 2000 07:00:00 GMT
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David Fanning wrote:

>
> P.S. Anybody else discovering that writing platform-independent
> code takes a LOT of work. :-(

In fact, using DIMENSION keyword did not cross my mind to begin with, so
in my Display I used draw widget resize to begin with. Works perfectly
across platforms. I guess, I was not smart enough to get into a problem :-(

Cheers,

Pavel

Subject: Re: Resizing object graphics on X
Posted by [davidf](#) on Wed, 25 Oct 2000 07:00:00 GMT
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Dave Greenwood (greenwoodde@ornl.gov) writes:

> The solution came from one of those newsgroup-shy RSI folks (thanks JP).
> What I needed to do was to resize the draw *widget* instead of the draw
> *window*:
>
> drawid = widget_info(event.top, find_by_uname='drawwidget')
> widget_control, drawid, xsize = event.x, ysize = event.y
> info.oWindow->draw, info.oView

How come these newsgroup-shy folks don't fill me in?
They must take sadistic pleasure in watching the so-called
experts make fools of themselves. :-(

Anyway, I plan to spend the weekend updating all my programs
to work with IDL 5.4. I'll add this to the list of updates
that have to be made. (Anyone using IDLgrColorbar? That
doesn't work correctly anymore, either. RSI has updated
code if you need it.)

Cheers,

David

P.S. Anybody else discovering that writing platform-independent
code takes a LOT of work. :-(

--

David Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
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Subject: Re: Resizing object graphics on X
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David Fanning wrote:

- > That is how I would write the code. In fact, that
- > is how I **write** the code in many of my programs,
- > and I've never heard they don't work on X devices.
- > But then again, maybe that's why no one wants to
- > buy them. :-)

Na-a, that has nothing to do with it. It is more likely that they don't buy 'em because they have an option of downloading 'em for free :-)

- > I really don't have any suggestions. I'm really
- > curious to see if this behavior can be duplicated
- > by other people.

Sure, that's exactly what it did on my X terminal. But if you tell the **draw widget** to resize on the top base event, not **ask** the OS to resize an IDLgrWindow object, then the object window get resized allright. Widget_control (notice "CONTROL" in it) allows you to **control**, by the syntax alone. On the other hand, "setProperty, dimension=[this, that], /if_you_please" is merely a plea to the OS, which decides then if it likes you enough to do it :-)

Cheers,
Pavel

P.S. Now, as I think about it, what criteria does the OS use to decide to ignore a programmer's request? Maybe, thats where personal programming style comes into play :-)

Subject: Re: Resizing object graphics on X
Posted by [Dave Greenwood](#) on Wed, 25 Oct 2000 07:00:00 GMT
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davidf@dfanning.com (David Fanning) wrote:

> Dave Greenwood (greenwoodde@ornl.gov) writes:
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 >> display expands to fill the widget. Using X the graphics display stays
 >> the original size in the lower left corner (but the "black drawing area"
 >> expands to fill the widget). I'm using IDL 5.3 on all systems (well,
 >> actually, the PC has 5.3.1.)
 >>
 >> What do I need to do to make resizing work on X devices?
 >
 > Wow. That's weird. :-(
 >
 > That is how I would write the code. In fact, that
 > is how I *write* the code in many of my programs,
 [snip]

Yeah, I know - I took the idea from one of your programs. ;-)

The solution came from one of those newsgroup-shy RSI folks (thanks JP).
 What I needed to do was to resize the draw **widget** instead of the draw
window:

```
drawid = widget_info(event.top, find_by_uname='drawwidget')
widget_control, drawid, xsize = event.x, ysize = event.y
info.oWindow->draw, info.oView
```

Dave

 Dave Greenwood Email: Greenwoodde@ORNL.GOV
 Oak Ridge National Lab %STD-W-DISCLAIMER, I only speak for myself

Subject: Re: Resizing object graphics on X
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If you take a look at a caveat for DIMENSIONS keyword for the
 IDGgrWindow object, then you will notice that it says "Note - Changing
 DIMENSIONS properties is merely a request and may be ignored for various
 reasons. "

Therefore, I think that your Windows toolkit fullfills that request **for
 some reason**, while X ignores it for **some other reason**. Try the
 following, it works on either one. Besides, at first I could see nothing
 but a black box on both Mac and X, because the machines I have do not

(apparently) support a default OS backing store. So I added that, too.
Cheers,
Pavel

```
;***** MODIFIED *****  
pro t_event, event  
  
widget_control, event.top, get_uvalue=info, /no_copy  
  
info.oWindow->SetProperty, Dimension=[event.x, event.y]  
widget_control, info.draw, draw_xsize=event.x, $  
draw_ysize=event.y  
info.oWindow->draw, info.oView  
  
widget_control, event.top, set_uvalue=info, /no_copy  
  
end  
  
PRO t  
  
x=findgen(100)  
y=sin(x/10)  
  
oModel = obj_new('IDLgrModel')  
oView = obj_new('IDLgrView')  
  
oPlot = obj_new('IDLgrPlot', x, y)  
  
oPlot->GetProperty, XRange=xr, YRange=yr  
xs = Norm_Coord(xr)  
xs[0] = xs[0] - 0.5  
ys = Norm_Coord(yr)  
ys[0] = ys[0] - 0.5  
oPlot->SetProperty, XCoord_conv=xs, YCoord_conv=ys  
  
oModel->add, oPlot  
oView->add, oModel  
  
base = Widget_base( uname='t', /tlb_size_events)  
draw = Widget_draw( base, graphics_level=2, retain=2 )  
widget_control, base, /realize  
widget_control, draw, get_value=oWindow  
oWindow->Draw, oView  
  
info = { oWindow: oWindow, $  
        oView: oView, draw: draw }  
  
widget_control, base, set_uvalue=info, /No_Copy
```

xmanager, 't', base

end

Subject: Re: Resizing object graphics on X
Posted by [mole6e23](#) on Wed, 25 Oct 2000 07:00:00 GMT
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I was able to reproduce the not resizing correctly behavior under IDL 5.3 on Alpha Unix. HOWEVER, I just installed IDL 5.4 about 15 minutes ago, and ran the code again, and it works correctly now. I guess an update is needed in order to get this to work on X???

Todd

davidf@dfanning.com (David Fanning) wrote:

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