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 View Forum Message <> Reply to Message

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, vsize = event.v
- > 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.

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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:

- > 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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>> my widgets resizable, but I'm obviously missing something. The following
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>> 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')
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 info.oWindow->draw. info.oView
Dave
```

Subject: Re: Resizing object graphics on X Posted by promashkin on Wed, 25 Oct 2000 07:00:00 GMT View Forum Message <> Reply to Message

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."

Email: Greenwoodde@ORNL.GOV

%STD-W-DISCLAIMER, I only speak for myself

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

Dave Greenwood

Oak Ridge National Lab

```
(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<sub>t</sub>
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
```

end

Subject: Re: Resizing object graphics on X Posted by mole6e23 on Wed, 25 Oct 2000 07:00:00 GMT View Forum Message <> Reply to Message

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

> David

davidf@dfanning.com (David Fanning) wrote:

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