
Subject: Re: base widgets growing uncontrollably.... ?
Posted by [Pavel A. Romashkin](#) on Wed, 25 Jul 2001 20:32:33 GMT
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I think that for the bases using /grid the width of all columns is equal to that of the widest member of the tree. Are you sure that some copy/paste code writing did not put /grid into the definition of the parent base?

Cheers,
Pavel

Subject: Re: base widgets growing uncontrollably.... ?
Posted by [marc schellens\[1\]](#) on Thu, 26 Jul 2001 07:57:35 GMT
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Paul van Delst wrote:

> I'm seeing a weird effect with an IDL widget app I put together and I'm hoping someone
> here might recognise the symptoms and inform me of some widget_base keyword I have
> forgotten.
>
> I create a base within which I create several compound widgets (that I wrote) each, of
> course, within it's own base. Currently I have three compund widgets in the base (all of
> which contains exclusive button bases); two with column=1 and the third with grid_layout=1
> and column=3. Now, when I add more buttons to the third compound widget (currently I have
> three columns of five buttons), the size of the other compound widgets grow! It's at the
> point now where half of the space in the widget display is just empty, dead space. If I
> remove items from the third compund widget (which is always of a size such there is no
> empty space) the dead space in the other two shrinks.
>
> Anyone have an idea what I'm doing wrong and how to fix it? I would rather not have to use
> XSIZE/YSIZE/etc keywords.>

As I understood you modify an already realized widget.
I had similar experience, even without grid layout bases some time ago.
What helped me was using:

```
widget_control,tlb,UPDATE=0 (1)
```

before (after) the modification.

Thisway the sizes were correct and the speed the changes were carried out was drastically higher.

Hope that helps,
marc

Subject: Re: base widgets growing uncontrollably.... ?
Posted by [Alex Schuster](#) on Thu, 26 Jul 2001 12:20:46 GMT
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Paul van Delst wrote:

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Well, well, well. Isn't that the old
IDL-5.0-or-which-version-was-it-widget-growing-bug, probably related to
http://www.dfanning.com/idl5_info/tlb_resize_problem.html ? Which,
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Which they never did? At least I never heard of that.

WIDGET_CONTROL, UPDATE=0/1 seems to do the trick, at least in most
cases.

PS: Could you do a WIDGET_CONTROL, Netscape_ComposeWindow, XSIZE=72?
This makes your posting easier / less horrible to read for people with
news clients set to 80 characters per line, and I could quote your text
without enlarging my composing window.

Alex

--

Alex Schuster Wonko@planet-interkom.de
alex@pet.mpin-koeln.mpg.de

Subject: Re: base widgets growing uncontrollably.... ?
Posted by [Paul van Delst](#) on Thu, 26 Jul 2001 15:58:20 GMT
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"Pavel A. Romashkin" wrote:

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> I think that for the bases using /grid the width of all columns is equal
> to that of the widest member of the tree. Are you sure that some
> copy/paste code writing did not put /grid into the definition of the

> parent base?

No because I actually wrote the code with teh GRID keyword last. I have removed the GRID keyword and now use a column base, but still the same problem.

paulv

p.s. Good point though - you made me double check :o)

--

Paul van Delst A little learning is a dangerous thing;
CIMSS @ NOAA/NCEP Drink deep, or taste not the Pierian spring;
Ph: (301)763-8000 x7274 There shallow draughts intoxicate the brain,
Fax:(301)763-8545 And drinking largely sobers us again.
 Alexander Pope.

Subject: Re: base widgets growing uncontrollably.... ?
Posted by [Paul van Delst](#) on Thu, 26 Jul 2001 16:06:51 GMT
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Marc Schellens wrote:

>

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> widget_control,tlb,UPDATE=0 (1)

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> Thisway the sizes were correct and the speed the changes were

> carried out was drastically higher.
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> Hope that helps,

WOOHOO! That did it! Inserting the UPDATE in the following code fixed the problem.

You're a star! This problem was annoying the crap outta me to the point of tossing and turning at night.

Onya!

paulv

<-----not very pretty, >80 columns code follows----->

```
; -----  
; Create the widget display  
; -----  
  
; Create the main bases  
id = WIDGET_BASE( MAP = 0, COLUMN = 1 )  
  
widget_control, id, update = 0 ; <---- new  
  
base_id = WIDGET_BASE( id, $  
    GROUP_LEADER = id, $  
    MAP          = map, $  
    ROW          = 1 )  
  
; -- Create the select base  
select_base_id = WIDGET_BASE( base_id, $  
    GROUP_LEADER = id, $  
    MAP          = map, $  
    COLUMN       = 2 )  
  
; Create the select sensor widget  
select_sensor_id = rtview_select_sensor( select_base_id, $  
    GROUP_LEADER = select_base_id, $  
    MAP          = map, $  
    debug        = debug )  
  
; Create the select profile widget  
select_profile_id = rtview_select_profile( select_base_id, $  
    new_K.n_profiles, $  
    GROUP_LEADER = select_base_id, $  
    MAP          = map, $  
    debug        = debug )
```

```

; Create the select output widget
select_output_id = rtview_select_output( select_base_id, $
                                     GROUP_LEADER = select_base_id, $
                                     MAP           = map, $
                                     debug        = debug )

; -- Create the display base
display_base_id = WIDGET_BASE( base_id, $
                               GROUP_LEADER = id, $
                               MAP           = map, $
                               COLUMN       = 1 )

; -- Create the display widget
display_id = rtview_display( display_base_id, $
                             GROUP_LEADER = display_base_id, $
                             MAP           = map, $
                             debug        = debug )

; Create the exit button
action_base_id = WIDGET_BASE( id, $
                              GROUP_LEADER = id, $
                              MAP           = map, $
                              ROW           = 1 )

quit_id = WIDGET_BUTTON( action_base_id, $
                          GROUP_LEADER = id, $
                          EVENT_PRO   = 'rtview_event', $
                          ALIGN_CENTER = 1, $
                          VALUE       = 'Done', $
                          XSIZE       = 100 )

widget_control, id, update = 1 ; <---- new

; Realise and map the widget heirarchy
WIDGET_CONTROL, id, /REALIZE, MAP = 1

--
Paul van Delst      A little learning is a dangerous thing;
CIMSS @ NOAA/NCEP   Drink deep, or taste not the Pierian spring;
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                    Alexander Pope.

```

Subject: Re: base widgets growing uncontrollably.... ?

Alex Schuster wrote:

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> IDL-5.0-or-which-version-was-it-widget-growing-bug, probably related to
> http://www.dfanning.com/idl5_info/tlb_resize_problem.html ?

Hmm, I don't know about that. I'm not resizing the tlb interactively. But who knows? might be.

> Which,
> according to RSI, was a bug, and they wanted to fix it really soon?
> Which they never did? At least I never heard of that.
>
> WIDGET_CONTROL, UPDATE=0/1 seems to do the trick, at least in most
> cases.

Yes that worked (see previous reply to Marc Schellens)

> PS: Could you do a WIDGET_CONTROL, Netscape_ComposeWindow, XSIZE=72?

72?? What are you - an IDL or a fortran-77 programmer? :o))

> This makes your posting easier / less horrible to read for people with
> news clients set to 80 characters per line, and I could quote your text
> without enlarging my composing window.

While I think you should get a different news reader, I'll compromise at
XSIZE=80. :o)

paulv

--

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Alexander Pope.

Subject: Re: base widgets growing uncontrollably.... ?
Posted by [marc schellens\[1\]](#) on Fri, 27 Jul 2001 05:11:33 GMT
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>
> You're a star! This problem was annoying the crap outta me to the point of tossing and
> turning at night.
>
> Onya!
>
> paulv

Thanks,
I have to pass the compliment to Stein Vidar Hagfors Haugan,
actually I think I got it long time ago from Davids page Alex
mentioned below (but didn't remeber from where I had it).

Anyway, good that it helped you!

But was astonishes me is, that you use the update BEFORE
the base is realized.
I didn't know that update makes a difference then.

What I do not understand in your program is,
why you first unmap the base during creation
and then map it when realizing?
Until a base is realized (= brought to screen) mapping didn't matter
(at least for the tlb).

OR: Might it be that in the real program the realizing is done before
and
so the realizing there is unnecessary (which would also explain the
astonishing effect of update to non realized widgets)?

marc
