Subject: Re: Moving and resizing windows in IDL
Posted by 8015 on Tue, 03 May 1994 15:00:20 GMT
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In article <Cp7185.Hzr@ngdc.noaa.gov>,
Greg Ushomirskiy <greg@farpoint.ngdc.noaa.gov> wrote:
>
> How do I move or resize an already-created window in IDL? I know that I can
> specify the size or position of the main base when it is CREATED (with XSIZE,
> XOFFSET, etc.) but how do I change it once it has been realized?
>

When you create your draw widget use some code similar to the following:

```
   Widget_Control, base, TLB_Get_Offset=offsets, /Realize

   drawbase = Widget_Base(xoffset=offsets(0), yoffset=offsets(1), $
      group=base, Event_Pro='wis2_resize', TLB_Size_Events=1, $
      title='WIS II Draw Window')
```

The Event_Pro='wis2_resize' portion of the drawbase declaration allows
a call to a procedure when an event (such as a resize) occurs in the
drawbase.

Here's a portion of my wis2_resize.pro file:

```
pro wis2_resize, event
 Widget_Control, event.id, TLB_Get_Offset=offsets, /Destroy
 drawbase = Widget_Base(xoffset=offsets(0), yoffset=offsets(1), $
  group=info.grouplead, Event_Pro='wis2_resize', $
  TLB_Size_Events=1, title='WIS II Draw Window')

 draw = Widget_Draw(drawbase, Button_Events=1, $
  retain=2, XSize=event.x, YSize=event.y, $
  Event_Pro='wis2_draw_event')

 Widget_Control, drawbase, /Realize
 Widget_Control, draw, Get_Value=wid
 WSet, wid
end
```

Hope this is what you were looking for. Let me know if you need more
specifics and I can work with you through email.

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