
Subject: controlling dialog widget size

Posted by [Virginia Rogers](#) on Wed, 01 May 2002 17:42:47 GMT

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Hello,

Is there a way to ensure that my modal dialog widget will fit on any display screen? I have a modal dialog which is arranged in a column. On most displays, the whole widget fits on the screen. But on some smaller displays, the widget is too tall to fit on the screen, and thus, the "OK" button at the bottom of the widget cannot be selected.

I realize that I could arrange the widget into two columns so that it is shorter and wider. But what I'm really interested in is a general way of ensuring that a dialog will fit on any screen. Should I check the screen size and check the size of the top level base and rearrange the dialog if necessary? Can you add a scroll bar to a dialog? Any other ideas?

Thanks!

Virginia Rogers

Subject: Re: controlling dialog widget size

Posted by [James Kuyper](#) on Wed, 01 May 2002 21:09:35 GMT

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Virginia Rogers wrote:

> James, Thanks for the advice. I didn't realize the base widget had a scroll bar
> option. However, I just looked up the documentation, and I guess the /scroll
> and /modal flags don't work together!

Sorry for giving you bad advice! The manual I looked it up in is for IDL 3.0, and doesn't even mention the /modal flag. I should have looked it up in the online help, which is more up-to-date. Better yet, I should have tested it before saying anything.

One alternative would be to apply the /scroll option to a sub-base of the modal base. Obviously, that will make the widget a little more complicated.

However, I still stand by my third piece of advice: any really large widget might benefit by being broken up into sub-widgets.
