
Subject: Resizing already realized widgets
Posted by [msegur](#) on Wed, 29 Jun 1994 20:08:08 GMT
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I want to force a widget which has already been realized to resize itself automatically. How does one do this? At present I can't even seem to force a change in size by using the ysize/xsize keywords, but I can't believe that there isn't a way to do this...

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Matt Segur | "Life is pain, Highness. Anyone who says
-----| differently is selling something."
msegur@colorado.edu |
| -- The Princess Bride

Subject: Re: Resizing already realized widgets
Posted by [stl](#) on Thu, 30 Jun 1994 06:05:49 GMT
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In article <2uskb8\$euh@lace.Colorado.EDU> msegur@newton (The Ethereal Knight) writes:

> I want to force a widget which has already been realized to resize
> itself automatically. How does one do this? At present I can't even seem to
> force a change in size by using the ysize/xsize keywords, but I can't believe
> that there isn't a way to do this...

>
Morning,

Yup, this is not a simple little problem (in IDL). The only way I have heard to do this is the following (and I don't like it much either)

-create your widget base with teh keyword: TLB_SIZE_EVENTS
-then in the event handler check for the widget_base_event, and when found you must re-realize your widget with a new x/ysize (if your x/ysize are being ignored now then you may have problems)

Sorry I cannot help more. It would be nice to see a widget_control keyword called Resize.

-stephen

--
Stephen C Strebel / SKI TO DIE
strebel@sma.ch / and
Swiss Meteorological Institute, Zuerich / LIVE TO TELL ABOUT IT
01 256 93 85 / (and pray for snow)
