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Subject: Re: How to get actual widget size?

Posted by [David Fanning](#) on Thu, 16 Oct 2003 19:54:19 GMT

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David Yip writes:

> Say a user is resizing the base widget. They aren't really moving  
> it but they have the mouse button depressed. My code explicitly  
> changes the base widget size with widget\_control. The widget obvious  
> can't change since it's being overrode by the window manager. The  
> problem is, when I do a widget\_info call, the response I get is the  
> size that I tried to set it to instead of the actual size. For  
> example, the window is 300 pixels high. I try to change it to 600,  
> but it doesn't change because the user is holding down the mouse  
> button. When I query the size, IDL tells me it's 600 when in reality  
> it's 300. How can I get a widget's real size and not what IDL thinks  
> it is?

Say what!? The only way I know to get a resize event into  
an event handler is *after* the resize takes place. How,  
exactly, does this program of yours work? :-)

Cheers,

David

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