
Subject: Widget events and resizing

Posted by [JD Smith](#) on Mon, 09 May 2005 19:13:15 GMT

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Has anyone else experienced the following version 6.1 widget glitch (IDL v6.1.1, FC3 Linux here)? Resizing WIDGET_BASE causes menus to appear in the wrong place and other interface elements to be non-responsive, until the base is repositioned.

Here is a simple routine which demonstrate this:

```
pro tlb_menu_test_event,ev
  case tag_names(ev,/STRUCTURE_NAME) of
    'WIDGET_BASE': print,'Got resize'
    'WIDGET_BUTTON': begin
      widget_control, ev.id,GET_UVALUE=p
      print,p
    end
  endcase
end

pro tlb_menu_test
  b=widget_base(/TLB_SIZE_EVENTS,MBAR=bar,/COLUMN)
  file=widget_button(bar,VALUE='File',/MENU)
  b2=widget_button(file,VALUE='Hello',UVALUE='hello')
  but=widget_button(b,VALUE='Test',UVALUE='test')
  widget_control, b,/realize
  XManager,'tlb_menu_test',b
end
```

compile that and then run:

```
IDL> tlb_menu_test
```

Now try out the button and menu item. Should print 'hello' and 'test'. Now move and then resize the whole base. Try the menu and button again. I find the menu shows up where it was originally realized (e.g. top left of the screen), instead of under its menu heading, and the button no longer works. Now move the base again but keep it the same size; everything should work fine again, until you resize once more.

The culprit seems to be TLB_SIZE_EVENTS. Removing that solves the problems (but then you get no resize events). This is a new problem in v6.1; it wasn't there in v6.0. Incidentally, I also notice only one resize event is now delivered with v6.1, i.e. "box" vs. "opaque"

resizing (much preferable IMO).

JD
