
Subject: Resetting a DRAW widget to have new size/scroll area...?

Posted by [Russ Welti](#) on Tue, 01 Nov 1994 01:22:59 GMT

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I have an application with one main window, which has one drawing area, into which I TV images. Does anyone know:

When user loads a new image file into my app, after I load and check it, I have a problem resizing the DRAW widget to have new XSIZE/YSIZE and X_SCROLL_SIZE/Y_SCROLL_SIZE. The new image appears, but the DRAW widget still has the values for the previous image, which don't make sense given the new size of the image. If the new image is larger than the old, you can't view any more of it than the old image's dimensions.

I have tried DESTROYING and rebuilding the draw widget, but with only partial success at best. This is probably what I would do in X Windows...

Does anyone know if it is even possible to destroy and replace widgets from a realized, event-looping application? When I do it, the window does a quick shrink and resize; but a tv to the new draw widget has no effect, and things get worse from there.

My interim working solution at the moment is to destroy the entire BASE widget and rebuild the app from scratch, as if it was the first invocation. This is a bit disconcerting, as the app disappears for a few seconds, and one wonders if it crashed... ;)

Thank you for any pointers,

Russ Welti

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Subject: Re: Resetting a DRAW widget to have new size/scroll area...?

Posted by [rouse](#) on Thu, 03 Nov 1994 00:44:45 GMT

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This is not a real fix, but you could call the image display widget from another widget application that controls image file input. So, the user

would see the top level widget as a list of file names or whatever, and when they select a new image only the display widget would disappear and reappear.

I would also be interested in how one could go about resizing draw widgets on the fly.

Cheers,
Roger

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