
Subject: Re: Draw Widget in GUIBuilder?

Posted by [maye](#) on Wed, 26 Jul 2006 09:18:58 GMT

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I found out more about it:

Everything goes well, if I don't use the tab widget.

And with the tab widget, it works, IF one puts the sizing of the tab widget element to explicit. But only then. Otherwise the whole area is shrinked, don't know why, b/c in the manual it says that the size of the tabwidget is determined by the largest base in the tab elements. As the base size is determined by the explicitly sized draw widget, the tab widget should find out about that, but it doesn't seem to do so. I guess this is a bug? Or an un-understood feature?

Anyway, with some mangling I could do now what I wanted.

Regards,

Michael

Subject: Re: Draw Widget in GUIBuilder?

Posted by [Doug Edmundson](#) on Wed, 26 Jul 2006 15:53:15 GMT

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maye wrote:

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- > tab widget should find out about that, but it doesn't seem to do so. I
- > guess this is a bug? Or an un-understood feature?
- > Anyway, with some mangling I could do now what I wanted.
- > Regards,
- > Michael
- >

Michael,

I wrote a little widget application and am not seeing the problem. I tried it on IDL 6.0 and 6.3. I've included the program below. Please give it a try and let me know how it runs (or if I'm not correctly duplicating your widget layout). If it doesn't fail, can you send me your reproduce case? Also, what version of IDL are you running? Do you have a non-Windows machine you can try it on?

Doug

--- 8< -----

pro tabster

topBase = widget_base()

tabBase = widget_tab(topBase)

tab1 = widget_base(tabBase, title = "One", /column)

buttonBase = widget_base(tab1, /row)

button1 = widget_button(buttonBase, value = "B1")

button2 = widget_button(buttonBase, value = "B2")

button3 = widget_button(buttonBase, value = "B3")

draw = widget_draw(tab1, xsize = 512, ysize = 512)

widget_control, topBase, /realize

end

Subject: Re: Draw Widget in GUIBuilder?

Posted by [michael aye](#) on Wed, 26 Jul 2006 20:56:14 GMT

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Doug Edmundson wrote:

> maye wrote:

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>> Everything goes well, if I don't use the tab widget.

>> And with the tab widget, it works, IF one puts the sizing of the tab

>> widget element to explicit. But only then. Otherwise the whole area is

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>> tab widget should find out about that, but it doesn't seem to do so.

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>> Anyway, with some mangling i could do now what I wanted.

>> Regards,

>> Michael

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> Michael,

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>
> Doug
>
> --- 8< -----
>
> pro tabster
>
>   topBase = widget_base()
>
>   tabBase = widget_tab( topBase )
>
>   tab1 = widget_base( tabBase, title = "One", /column )
>
>   buttonBase = widget_base( tab1, /row )
>   button1 = widget_button( buttonBase, value = "B1" )
>   button2 = widget_button( buttonBase, value = "B2" )
>   button3 = widget_button( buttonBase, value = "B3" )
>
>   draw = widget_draw( tab1, xsize = 512, ysize = 512 )
>
>   widget_control, topBase, /realize
>
> end
```

Thanks for your help, Doug!

Your code works fine (using 6.3/XP here), it's just the GUIBuilder that works a bit funny, i guess. The GUI creation is quite easy as you have shown, I was just a bit scared/lazy to fiddle with the event handling, there I really like the comfort of the GUIBuilder.

But I just had a look again at the event handling, I guess at the end I save some time sparing me the trouble with the GUIBuilder. ;)

Thanks anyway!

Michael
