
Subject: Re: GUI size on different screens

Posted by [Braedley](#) on Thu, 23 Nov 2006 18:58:46 GMT

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lory wrote:

> Hi,
> I developed a software in IDL with a large number of GUIs. The screen
> resolution of my PC is 1600x1200 and the GUIs are correctly sized for
> this kind of screen. I did not use explicit sizing of the widgets,
> since I need to use both linux and windows systems. Now, I installed my
> software on a laptop with a 1024x768 pixels screen and ... the software
> is totally useless since the GUIs are too large and go off the screen !
> Is there any simple solution to this problem? There is any way to
> resize characters, buttons and so on accordingly with the screen size?
> Please, I don't want to rewrite all the code to fit the 1024x768 pixels
> ! It's a lot of code !
>
> thanks
>
> lory

I had a similar problem with a rather large program that I've been working off and on for the past several months. My solution was to condense a set of buttons into a combobox. Not only is it easier to expand the functionality of this particular set of buttons (an entry in the combobox list and corresponding code inside the case statement in the event handler for the combobox), but saved a surprising amount of screen real-estate. The draw widget in the program was already set up to size itself according to the screen resolution (some problems when using multiple monitors pop up that I haven't been able to solve yet, but hardcoding for the particular machine is a stop-gap).

Another option is multiple TLBs that have the same unmapped group leader, but I don't find this particularly attractive for some cases.

Subject: Re: GUI size on different screens

Posted by [greg michael](#) on Thu, 23 Nov 2006 19:29:38 GMT

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There's no solution except to design for the smallest screen you plan to use. Keep in mind also that the widget layout typically takes more space on a linux machine.

You only have to change the layout code, though - nothing else. Maybe you can group your controls onto tab widgets - that saves a lot of space, and it's very easy to do.

regards,
Greg

Subject: Re: GUI size on different screens
Posted by [David Fanning](#) on Fri, 24 Nov 2006 02:31:31 GMT
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lory writes:

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> resolution of my PC is 1600x1200 and the GUIs are correctly sized for
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> resize characters, buttons and so on accordingly with the screen size?
> Please, I don't want to rewrite all the code to fit the 1024x768 pixels
> ! It's a lot of code !

You could always put scroll bars on your TLB. You won't be able to see all the internal widgets, probably, but you will be able to scroll to them and use them.

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: GUI size on different screens
Posted by [Allan Whiteford](#) on Fri, 24 Nov 2006 09:40:16 GMT
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Lory,

While not a perfect solution, you can change the font size for all the label widgets, text widgets etc. This can save a lot of space depending on what sort of widgets you have (obviously it has no effect if it's mostly draw widgets).

Something like:

```
widget_control,default_font='-adobe-courier-*--8--'
```

near the start of your code, assuming you're not explicitly giving fonts to each widget. This will affect the size of most things (most widgets have text on them in some form).

On linux, you can use "xfontsel" to see the different fonts available, the example I gave above isn't very pleasing on the eye. Presumably a similar thing exists on windows... something called "charmap" seems familiar from distant memories but I really don't know.

Not ideal, but much quicker than re-writing all your code.

Thanks,

Allan

lory wrote:

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> resolution of my PC is 1600x1200 and the GUIs are correctly sized for
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>
> lory
>

Subject: Re: GUI size on different screens
Posted by [lory](#) on Fri, 24 Nov 2006 16:44:15 GMT
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thank you all for the suggestions !
I used both the scroll bars and a font size depending on the screen
resolution and now it is not too bad also on the lower resolution screen

Subject: Re: GUI size on different screens

Posted by [lory](#) on Sat, 25 Nov 2006 17:49:03 GMT

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>
> widget_control,default_font='-adobe-courier-*-r-*--8-*
>

How can I find which font and which character size are used by default (before changing it)? My code should run under different OS, with different "system" font, and I would change only the size of the characters.

Another question: I do not fully understand the string you assigned to default_font, could you explain all the modifiers? The description of default_font in the IDL help is very short ...

thanks again

lory

Subject: Re: GUI size on different screens

Posted by [David Fanning](#) on Sat, 25 Nov 2006 17:58:28 GMT

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lory writes:

> How can I find which font and which character size are used by default
> (before changing it)?

You can't. :-(

(I put this out more as a challenge than as a statement of fact.
But, I have never discovered how to do it reliably.)

> My code should run under different OS, with
> different "system" font, and I would change only the size of the
> characters.

If you want your code to run under different operating systems, leave fonts ALONE! Don't muck with them. Let the users use the fonts they want to use. You are going down a path here that leads to complete ruin and frustration!

> Another question: I do not fully understand the string you assigned to
> default_font, could you explain all the modifiers? The description of
> default_font in the IDL help is very short ...

This explanation will help only for users with a particular operating

system and for users who have this particular font installed. (Some will and some, for whatever inexplicable reason, will not.) Take everything you learn with a grain of salt, and IGNORE ALL ADVICE. Leave fonts ALONE!

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: GUI size on different screens

Posted by [lory](#) on Mon, 27 Nov 2006 20:12:39 GMT

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Ok, I see that it is not the "correct" way... but how should I do to develop programs in the "right" way with the goal that they could be used under PC with different configuration?

When I started this project, I tried not using explicit sizing of widgets because I realized that this can be a problem when the software must be used under different OS and I want that my software could run under both Windows and Linux (and something else ...). Very soon I realized that it is not possible to write an IDL program really working at the same way under different OS. Then when the program start, first check which OS is running and then set some OS-dependent parameters to manage OS-dependent feature. I would like to do something similar for the screen resolution

I understand that if I wrote the software optimizing it, for example, for 1024x768, it would run even with resolution higher than that, but it would not exploit the capabilities of high resolution screen ...Instead, I would like a software optimized for 1600x1200, but usable with 1024x768, 1280x1024 etc. Scroll bars are a good suggestion, but is there a way to know if the widget need a scroll bar? is there a way to put a scroll bar only if the natural size of the widget is greater of the screen size?

For example: I have GUIs that in high resolution take more or less 2/3 of the screen but in low resolution go off the screen. I want put a scroll bar in the second case, but I don't want resize the GUIs in the first case and I don't want check by hand every screen configuration to decide if a scroll bar is required or not. I could do that in automatic if I know the GUI size before realizing it, by comparing its natural size with the screen size, but I don't know if it is possible.

thanks

Lory

David Fanning ha scritto:

```
> lory writes:
>
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>> (before changing it)?
>
> You can't. :-(
>
> (I put this out more as a challenge than as a statement of fact.
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> David
> --
> David Fanning, Ph.D.
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> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
```

Subject: Re: GUI size on different screens

Posted by [Mike\[2\]](#) on Mon, 27 Nov 2006 21:56:48 GMT

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lory wrote:

- > thank you all for the sugestions !
- > I used both the scroll bars and a font size depending on the screen
- > resolution and now it is not too bad also on the lower resolution screen

One more suggestion that I haven't seen yet: when I really want to save a few pixels, I set xpad=0 and ypad=0 in my calls to widget creation functions. This packs them tighter, especially when I'm using many nested widget_base's.

Mike
