
Subject: Re: MAP keyword

Posted by [David Fanning](#) on Thu, 08 Nov 2007 21:38:12 GMT

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natha writes:

- > I've a widget_base should be unmapped initially and when I set the
- > map=1 with widget_control the widget_base is resized. why ?
- >
- > how can I do for solve this problem ?

What is the problem, exactly?

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: MAP keyword

Posted by [natha](#) on Thu, 08 Nov 2007 21:54:29 GMT

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My widget_base is initialized with MAP=0:

```
self.ToolTipsBase=WIDGET_BASE(buttonsBase, FRAME=1, /ROW,  
SCR_YSIZE=35, /BASE_ALIGN_CENTER, MAP=0)
```

In the interface, when a new file is opened I change this state via
WIDGET_CONTROL:

```
WIDGET_CONTROL, self.VPRToolTipsBase, MAP=1
```

In this moment I dont have any problems.

But then if I want to add a new WIDGET_TAB in the top level widget,
self.ToolTipsBase is resized automaticly.

In the IDL manual appears:

Under Microsoft Windows, when a hidden base is realized, then mapped,
a Windows resize message is sent by the windowing system. This "extra"
resize event is generated before any manipulation of the base widget
by the user.

But I use Linux.

Subject: Re: MAP keyword

Posted by [David Fanning](#) on Thu, 08 Nov 2007 22:15:44 GMT

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natha writes:

```
> My widget_base is initialized with MAP=0:
>
> self.ToolTipsBase=WIDGET_BASE(buttonsBase, FRAME=1, /ROW,
> SCR_YSIZE=35, /BASE_ALIGN_CENTER, MAP=0)
>
> In the interface, when a new file is opened I change this state via
> WIDGET_CONTROL:
>
> WIDGET_CONTROL, self.VPRToolTipsBase, MAP=1
```

Well, I'm confused. Is this the same widget as you created above!?

```
> In this moment I dont have any problems.
> But then if I want to add a new WIDGET_TAB in the top level widget,
> self.ToolTipsBase is resized automaticly.
```

Resized to what? What would you want it to do? I'm not sure it is a good idea to add another TAB widget after the program has been realized. I can see how this could cause confusion. But I don't see what this has to do with your unmapped base, either. Is it in the unmapped base that you are creating the tab widget?

Sorry, I just find the whole discussion confusing. :-(

Cheers,

David

--

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Subject: Re: MAP keyword

Posted by [natha](#) on Thu, 08 Nov 2007 22:37:59 GMT

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Ok, I'm sorry for explanations..

My interface is a normal interface with MBAR, buttons, TABS..
It is really similar to Firefox...

The only difference is that depending on the tab selected the buttons in the main menu change. I've got 2 different tabs and I want that when the user selects type 1 tab, the widget_base_1 with his corresponding buttons will be unmmaping and widget_base 2 with the other buttons set MAP=1..
Thats all !

The problem is that the widget_base_1 (containing the buttons for tabs type 1) is resized when I add a new tab. When I close a tab the resizing is more accentuated.

I hope you can understand my problem David !
Thanks !

Subject: Re: MAP keyword
Posted by [David Fanning](#) on Fri, 09 Nov 2007 00:06:44 GMT
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natha writes:

> Ok, I'm sorry for explanations..
>
> My interface is a normal interface with MBAR, buttons, TABS..
> It is really similar to Firefox..
>
> The only difference is that depending on the tab selected the buttons
> in the main menu change. I've got 2 different tabs and I want that
> when the user selects type 1 tab, the widget_base_1 with his
> corresponding buttons will be unmmaping and widget_base 2 with the
> other buttons set MAP=1..
> Thats all !
>
> The problem is that the widget_base_1 (containing the buttons for tabs
> type 1) is resized when I add a new tab. When I close a tab the
> resizing is more accentuated.

OK, I think I have a better idea of what you are doing now. But I don't think I have much constructive to offer. Clearly you are dealing here with what we call the "natural width" of a base widget. Most of the time when I'm confronted with this problem I add more base widgets (with XPAD and YPAD set to 0) as organizers. It is an iterative process, usually. After much to-ing and fro-ing, I can usually get something that is close

to what I want.

In your case, much as I dislike saying it, you might have to explicitly size some of your base widgets to prevent them from jumping around on you.

Without seeing the actual code (which, under no circumstance, do I want to do!) I can't offer anything more helpful. Sorry.

Cheers,

David

--

David Fanning, Ph.D.

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