
Subject: Re: Font compatibility question

Posted by [David Fanning](#) on Thu, 17 Jul 2008 16:24:55 GMT

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pdoherty writes:

> Any information would be appreciated. I'd rather not have to go
> through this
> whole package and add a lot of OS based case statements.

My advice would be to use column and base widgets for program layout and don't explicitly size *anything*. But maybe it's too late for this excellent advice. :-(

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: Font compatibility question

Posted by [pdoherty](#) on Thu, 17 Jul 2008 17:02:27 GMT

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On Jul 17, 12:24 pm, David Fanning <n...@dfanning.com> wrote:

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> too late for this excellent advice. :-(

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> Cheers,

>

> David

> --

Thank yo fo rthe advice, but I find that *some* things need to be sized or the program gets too ugly.

I want a base that holds a stack of widget_buttons, so I create a column oriented base and fill it with buttons. I want all

the buttons to be the same width, so I set it. Otherwise they are all sized by the system based on the text that labels them. It doesn't get much uglier than that. Is there some other way to force them to be the same? I suppose I could create bitmaps that were the same size and held the label text, but that is ugly programming.

I tried to avoid explicit sizing of items when I wrote this, but found many circumstances in which that led to a very ugly layout.

- Peter Doherty

Subject: Re: Font compatibility question

Posted by [Michael Galloy](#) on Thu, 17 Jul 2008 17:09:30 GMT

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On Jul 17, 11:02 am, pdoherty <pedohe...@earthlink.net> wrote:

> On Jul 17, 12:24 pm, David Fanning <n...@dfanning.com> wrote:
>

>> pdoherty writes:

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> I tried to avoid explicit sizing of items when I wrote this,

> but found many circumstances in which that led to a very ugly
> layout.
>
> - Peter Doherty

I get the same size buttons for varying text lengths. For example, the buttons created below all have the same size:

```
pro mg_buttonwidget_test
  compile_opt strictarr

  tlb = widget_base(/column)

  a = widget_button(tlb, value='First button')
  b = widget_button(tlb, value='B')
  c = widget_button(tlb, value='last')

  widget_control, tlb, /realize
end
```

Mike

--

www.michaelgalloy.com

Tech-X Corporation

Software Developer II

Subject: Re: Font compatibility question

Posted by [David Fanning](#) on Thu, 17 Jul 2008 17:10:43 GMT

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pdoherty writes:

> I want a base that holds a stack of widget_buttons, so I create
> a column oriented base and fill it with buttons. I want all
> the buttons to be the same width, so I set it. Otherwise they
> are all sized by the system based on the text that labels them.
> It doesn't get much uglier than that. Is there some other way
> to force them to be the same? I suppose I could create bitmaps
> that were the same size and held the label text, but that is
> ugly programming.

What version of IDL are you running!? This code creates a stack of buttons all the same size on both my Windows and UNIX machines:

```
tlb = Widget_Base(/COLUMN)
b = Widget_Button(tlb, Value='12')
```

```
b = Widget_Button(tlb, Value='1234')
b = Widget_Button(tlb, Value='123456')
b = Widget_Button(tlb, Value='12345678')
b = Widget_Button(tlb, Value='1234567890')
b = Widget_Button(tlb, Value='123456789012')
b = Widget_Button(tlb, Value='12345678901234')
b = Widget_Button(tlb, Value='1234567890123456')
Widget_Control, tlb, /realize
END
```

Cheers,

David

--

David Fanning, Ph.D.

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