
Subject: Widget not rendering properly
Posted by [Pedro B.](#) on Wed, 15 Dec 2010 13:47:13 GMT
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Hello everyone,

I know this problem is well known and has been discussed several times, however I hope you can help me.

I'm developing a software which is meant to be run as a .sav in several OS's. To try and minimize our problems we have have set an optimal window size, so that we can at least try to dimension our display correctly, without having to worry about different screen sizes.

Nonetheless we cannot guarantee that all screen resolutions will match the one we choose, so we decided that for smaller windows scroll bars should be included.

In terms of code we have something like this:

```
base = WIDGET_BASE(/ROW, XSIZE = qm_defaultXsize, YSIZE =  
qm_defaultYsize, $  
/SCROLL, SCR_XSIZE = (scrsz[0]-qm_xscrollpad), SCR_YSIZE =  
(scrsz[1]-qm_yscrollpad), $  
TITLE = 'QuasiManager developed by Quasi-Software  
Company@IBEB.pt')
```

However when running the program in Linux machines part of the window which is not immediately visible is not correctly rendered. We have tried it in Windows and it renders as expected. When we use Redhat the window renders the parts which are not visible in x, but doesn't do so in y.

Does anyone have any idea why this might be happening?

Thank you in advance!

Subject: Re: Widget not rendering properly
Posted by [David Fanning](#) on Wed, 15 Dec 2010 14:38:19 GMT
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Pedro B. writes:

> Yes David, that is exactly what's happening. When considering the x
> dimension everything renders exactly how it should (including the
> "virtual" parts of the window which are hidden), however the the y
> dimension does not render properly (the parts of the window which are

> initially hidden never fully render).

Yikes! I don't know. Can you catch an event from the scroll bars (I doubt this, but I don't have time to check this morning) and issue a redraw of your widget hierarchy:

Widget_Control, event.top, /Realize

Maybe you have to put a Refresh button in a location that *will* appear on the display always.

Don't know. Tough problem. :-)

Let us know if you figure something out.

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.")
