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Hi,  
I've been fighting with this for ~2 hours and I don't know where to bang my head against.  
I have a complicated object and I start apologizing for posting such complicated lines, but I see no other way and don't want to leave out anything. So I have the following lines using the `text()` function and setting the position with the `self.position` property. I print out the `self.position` value before and then the position parameter of the text object after:

```
print, 'pos before = '+string(self.position, format='(" ",f0.2," ",f0.2,"")')
self.overlay = text(self.position[0], self.position[1], self.txtValue, /norm,
target=self.refObj.widgets.oWin)
print, 'pos after = '+string(self.overlay.position, format='(" ",f0.2," ",f0.2," ",f0.2," ",f0.2," ",f0.2,"")')
```

This runs 4 times and I get the following print out:

pos before = (0.08,0.95)  
pos after = (0.40,0.40,0.53,0.42)  
pos before = (0.92,0.95)  
pos after = (0.40,0.39,0.71,0.42)  
pos before = (0.08,0.04)  
pos after = (0.40,0.40,0.84,0.42)  
pos before = (0.92,0.04)  
pos after = (0.40,0.40,0.57,0.42)

Something stupid is happening and I can't figure out what I'm doing wrong...

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On Friday, June 19, 2015 at 10:51:08 AM UTC+2, Helder wrote:

```
> Hi,
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> I have a complicated object and I start apologizing for posting such complicated lines, but I see
no other way and don't want to leave out anything. So I have the following lines using the text()
function and setting the position with the self.position property. I print out the self.position value
before and then the position parameter of the text object after:
>
> print, 'pos before = '+string(self.position, format='("(",f0.2,"",f0.2,"")')
> self.overlay = text(self.position[0], self.position[1], self.txtValue, /norm,
target=self.refObj.widgets.oWin)
> print, 'pos after = '+string(self.overlay.position, format='("(",f0.2,"",f0.2,"",f0.2,"",f0.2,"")')
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> This runs 4 times and I get the following print out:
```

```

>
> pos before = (0.08,0.95)
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> pos before = (0.92,0.04)
> pos after  = (0.40,0.40,0.57,0.42)
>
> Something stupid is happening and I can't figure out what I'm doing wrong...
>
> Thanks for any insight,
> Helder

```

Hi,  
I've been trying some more, but can't get around this.  
If I set up a test example, everything works as expected:

```

i = image(/test)
position = [0.08,0.95]
overlay = text(position[0], position[1], 'test', /norm, target=i.window)
print, 'pos after  = '+string(overlay.position, format='(" ",f0.2," ",f0.2," ",f0.2," ",f0.2," ")')

```

Then I get as expected:  
pos after = (0.08,0.95,0.12,0.98)

However, in my "longer" program, I get a very different answer and I cannot find a reason for that:

```

print, 'pos before = '+string(self.position, format='(" ",f0.2," ",f0.2," ")')
self.overlay = text(self.position[0], self.position[1], self.txtValue, /norm,
target=self.refObj.widgets.oWin)
print, 'pos after  = '+string(self.overlay.position, format='(" ",f0.2," ",f0.2," ",f0.2," ",f0.2," ")')

```

Then I get this:

```

pos before = (0.92,0.04)
pos after  = (0.40,0.40,0.57,0.42)
GRAPHICSWIN <3442>
  BACKGROUND_COLOR      = 0  0  0
  DIMENSIONS             = 638.000   640.000
  EVENT_HANDLER          = <ObjHeapVar5073(GRAPHICSHANDLER)>
  KEYBOARD_HANDLER       = "
  MOUSE_DOWN_HANDLER     = "
  MOUSE_MOTION_HANDLER   = "
  MOUSE_UP_HANDLER       = "
  MOUSE_WHEEL_HANDLER    = "
  NAME                   = 'IDL'

```

```
RESOLUTION          = 0.035277778  0.035277778
SELECTION_CHANGE_HANDLER = "
TITLE               = <NullObject>
WINDOW_TITLE        = "
```

Any clue why this is happening?

It seems stupid to ask for help without a working example, but I cannot create one, otherwise I would!

The window object is created inside a `widget_window` in `widget` program. There are no other lines executed between the ones shown above. One thing that I think is happening is that the coordinate system gets screwed up when resizing the window, creating image axes, ... But I cannot pin that down.

I would be grateful for any heads up on where to look.

Cheers,  
Helder

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