
Subject: rescaling draw widgets: is there an easier solution to this?

Posted by [Helder Marchetto](#) on Mon, 27 Oct 2014 15:23:47 GMT

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Hi,

I would like to have a widget_draw (or widget_window) within a widget_base with stuff on the top, left, right and bottom of the draw widget. If I change the size of the base with the mouse, I would like the draw widget to expand accordingly.

I found a way to do this, by keeping track of the size of the widgets (base and draw). However, I'm wondering if there is a cleaner way to do this.

Here is an example code:

```
pro testWidgetRescale_event, event
widget_control, event.top, get_uvalue=struct
newBaseGeometry = widget_info((*struct).wb, /geometry)
baseDiff = [newBaseGeometry.xsize-(*struct).baseGeometry.xsize,
newBaseGeometry.ysize-(*struct).baseGeometry.ysize]
widget_control, (*struct).wd, xsize = (*struct).drawGeometry.xsize+baseDiff[0], ysize =
(*struct).drawGeometry.ysize+baseDiff[1]
(*struct).drawGeometry = widget_info((*struct).wd, /geometry)
(*struct).BaseGeometry = newBaseGeometry
end

pro testWidgetRescale
wb = widget_base(/tlb_size_events, /tlb_move_events, column=3, /BASE_ALIGN_CENTER,
/ALIGN_CENTER)
void = widget_label(wb, value=' some stuff here', /align_center)
row2 = widget_base(wb, /column)
void = widget_label(row2, value=' some stuff here')
wd = widget_draw(row2, xsize=500,ysize=500)
void = widget_label(row2, value=' some stuff here')
void = widget_label(wb, value=' some stuff here', /align_center)
widget_control, wb, /realize
baseGeometry = widget_info(wb, /geometry)
drawGeometry = widget_info(wd, /geometry)
widget_control, wb, set_uvalue=ptr_new({wb:wb, wd:wd, baseGeometry:baseGeometry,
drawGeometry:drawGeometry})
xmanager, 'testWidgetRescale', wb, event_handler = 'testWidgetRescale_event' , /no_block
end
```

thanks,
Helder

Subject: Re: rescaling draw widgets: is there an easier solution to this?

Posted by [David Fanning](#) on Mon, 27 Oct 2014 15:30:45 GMT

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Helder writes:

> I found a way to do this, by keeping track of the size of the widgets (base and draw). However, I'm wondering if there is a cleaner way to do this.

That's how I do it. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: rescaling draw widgets: is there an easier solution to this?

Posted by [Helder Marchetto](#) on Mon, 27 Oct 2014 15:36:38 GMT

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On Monday, October 27, 2014 4:30:54 PM UTC+1, David Fanning wrote:

> Helder writes:

>

>> I found a way to do this, by keeping track of the size of the widgets (base and draw). However, I'm wondering if there is a cleaner way to do this.

>

> That's how I do it. :-)

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

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

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

thanks David. I was hoping in some hidden "dynamic_resize_magic" keyword...

Cheers,

Helder

Subject: Re: rescaling draw widgets: is there an easier solution to this?

Posted by [David Fanning](#) on Mon, 27 Oct 2014 15:38:15 GMT

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Helder writes:

> thanks David. I was hoping in some hidden "dynamic_resize_magic" keyword...

Scheduled for 2035, I think. :-)

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

Subject: Re: rescaling draw widgets: is there an easier solution to this?

Posted by [wlandsman](#) on Mon, 27 Oct 2014 16:57:46 GMT

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On Monday, October 27, 2014 11:36:40 AM UTC-4, Helder wrote:

> thanks David. I was hoping in some hidden "dynamic_resize_magic" keyword...

>

Automatic resizing would be my number 2 request for a new widget system.

Number 1 would be the ability to easily add color to widget buttons, so as to upgrade from the 1980's look.

--Wayne

Subject: Re: rescaling draw widgets: is there an easier solution to this?

Posted by [Lajos Foldy](#) on Mon, 27 Oct 2014 17:25:28 GMT

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On Monday, October 27, 2014 5:57:49 PM UTC+1, wlandsman wrote:

> Number 1 would be the ability to easily add color to widget buttons, so as to upgrade from the 1980's look.

I am working on style sheets for widgets in FL. Here is an example:

pro test

base=widget_base(xs=200, ys=100)

text=widget_text(base, value="Hello world!", xoff=50, yoff=30, xs=100, ys=50, \$

```
        style_sheet="background-color: green; color: yellow")
widget_control, /realize, base
xmanager
end
```

It produces this widget: <http://fl.t15.org/hello.png>

But is is far from complete :-(

regards,
Lajos
