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Subject: Re: Problems with draw\_xsize keyword in widget\_control  
Posted by [David S. Foster/Admin](#) on Tue, 09 Jan 1996 08:00:00 GMT  
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Idorffne@fbgeo1.tuwien.ac.at (Lionel Dorffner) wrote:

>  
> I have problems with the 'draw\_xsize' and 'draw\_ysize' keywords in  
> widget\_control. As the manual says those keywords can be used to change the  
> width and height of the drawable area for scrolling draw widgets. With the  
> keywords 'scr\_xsize' and 'scr\_ysize' I only can change the viewport size.  
>  
> Example (see also Program-Code below):  
> If I have a scrolling draw widget with a size of 500 and a scroll\_size of 300  
> I can display a 500x500 image and use the scrollbars to move around. If now I  
> want to load an image with 600x600 pixels I have to enlarge the viewport size  
> using the command 'widget\_control, widget\_id, scr\_xsize=600, scr\_ysize=600'.  
> But also I now have a larger viewport the drawable area is still 500x500. So I  
> want to use the command 'widget\_control, widget\_id, draw\_xsize=600,  
> draw\_ysize=600' to also enlarge the drawable area. But the result is  
> absolutely not what I expected and what I wanted.

The order of widget\_control calls you used is:

```
WIDGET_CONTROL, event.id, scr_xsize=anz*100 ;set new screen_size  
WIDGET_CONTROL, event.id, scr_ysize=anz*100
```

```
WIDGET_CONTROL, event.id, draw_xsize=anz*100 ;set new graphic region  
WIDGET_CONTROL, event.id, draw_ysize=anz*100
```

I don't think you want to use the SCR\_XSIZE keyword since that changes the actual SCREEN dimensions of the draw widget. If you want to change the size of the graphics window to allow for bigger images, and keep the viewport the same size, then just use the DRAW\_?SIZE keyword after you've created the scrollable draw widget.

I have to relearn these keywords periodically as they are somewhat confusing. For scrollable draw widgets:

DRAW\_?SIZE : Change the size of the graphics region of a draw widget.

?SIZE : Change the viewport size of a draw widget.

SCR\_?SIZE : Change the screen dimensions of a draw widget.

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Subject: Re: Problems with draw\_xsize keyword in widget\_control

Posted by [Ken Knighton](#) on Wed, 10 Jan 1996 08:00:00 GMT

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Idorffne@fbgeo1.tuwien.ac.at (Lionel Dorffner) wrote:

> I have problems with the 'draw\_xsize' and 'draw\_ysize' keywords in  
> widget\_control. As the manual says those keywords can be used to change the  
> width and height of the drawable area for scrolling draw widgets. With the  
> keywords 'scr\_xsize' and 'scr\_ysize' I only can change the viewport size.

The draw\_xsize and draw\_ysize keywords worked for me under HP\_UX/IDL 4.0.

To the best of my knowledge, the following table shows the actual keywords that must be used to accomplish various sizing operations on a draw widget. As you can see, the keywords for creating the widget using WIDGET\_DRAW and changing it using WIDGET\_CONTROL are inconsistent. The documentation does a poor job of making this clear.

	WIDGET_CONTROL	WIDGET_DRAW
Entire Widget	SCR_X/YSIZE	SCR_X/YSIZE
Viewport	X/YSIZE	X/Y_SCROLL_SIZE
Canvas	DRAW_X/YSIZE	X/YSIZE

As you can see from the above table, the keywords are inconsistent in their usage.

If the draw widget is created with scroll bars, then it seems to want them there (or at least the space for them) even if the viewport and canvas are the same size so that they are no longer needed. There is no way to turn this off without destroying and recreating the draw widget. Note that destroying/recreating isn't necessarily a bad way to go.

My experience is primarily on HP-UX/X-Windows/IDL 4.0

I hope this helps.

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