
Subject: resizing draw widgets

Posted by [Arno F. Granados](#) on Mon, 23 Sep 1996 07:00:00 GMT

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Does anyone have a straightforward method for handling re-sizing of draw widgets (in particular scrollable widgets with a viewport smaller than the actual image) under UNIX. In particular, I want to be able to automatically deal with a user resizing the widget base that the draw widget is sitting on. I want my IDL base widgets to be fixed (where the user cannot change the size), and the draw widgets to either be fixed in size, or to automatically resize the viewport. I've tried using the TLB_FRAME_ATTR keyword when creating the base widgets, but it has no effect on my system (Solaris 2.4, IDL 4.0.1) Suggestions greatly appreciated.

Arno

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Subject: Re: resizing draw widgets

Posted by [Robert Moss](#) on Wed, 25 Sep 1996 07:00:00 GMT

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David Fanning wrote:

>
> As far as I know, the TLB_FRAME_ATTR keyword does not
> have any effect on the Solaris 2.4 operating system. You
> can write a hack by setting up a resize event handler for
> the top-level base you *don't* want to be resized, and
> every time it is resized by the user, you set it back to
> its original size.
>

The success or failure of the TLB_FRAME_ATTR keyword is dependant on the windowing system you are using, not the operating system per se. I am using X11R6 with fwm as my window manager, on both SunOS 4.1.3 and Solaris 2.5, and it works just fine. It would not surprise me if it didnt work as advertised under OpenWindows. I have not tried it under the Solaris CDE implementation yet. I seem to recall that it also worked under mwm (Motif). Of course, I have not used Solaris 2.4, so its possible that version of Solaris does something nasty.

By the way, hi David :)

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