

---

Subject: Re: widget\_label bug in IDL 5

Posted by [David Foster](#) on Fri, 08 Aug 1997 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jean-Yves BROCHOT wrote:

>  
> I built this little based widget application in IDL 5  
>  
>> base = WIDGET\_BASE( /COLUMN, /BASE\_ALIGN\_CENTER)  
>> label = widget\_label(base, xsize=300)  
>> b1 = WIDGET\_BASE(base, /ROW, /BASE\_ALIGN\_CENTER)  
>> draw1 = widget\_draw(b1, xsize=200, ysize=100)  
>> draw2 = widget\_draw(b1, xsize=200, ysize=200)  
>> widget\_control, base, /realize  
>  
> now, if I send the command  
>  
>> widget\_control, label, set\_value='I have moved'  
>  
> the widget\_base base is resized of 4 pixels on X and Y.  
>  
> If I do the same in IDL 4, application don't resize.  
>  
> If somebody know how I can avoid this resizing, I'm interested.  
>  
> thanks.

Jean-Yves -

This is definitely a bug in IDL 5.0. You can work around this problem for now by using:

```
widget_control, base, update=0
widget_control, label, set_value='I have moved'
widget_control, base, update=1
```

RSI has confirmed that this is indeed a problem. Our programs would resize themselves so that the buttons, sliders etc. would be off the screen! You might want to check David Fanning's web page to look for a pretty comprehensive list of bug reports and their replies.

Dave

--

---

~~~~~  
David S. Foster      Univ. of California, San Diego  
Programmer/Analyst    Brain Image Analysis Laboratory  
foster@bial1.ucsd.edu   Department of Psychiatry

Subject: Re: widget\_label bug in IDL 5  
Posted by [wonko](#) on Mon, 11 Aug 1997 07:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

brochot@cnrs-orleans.fr (Jean-Yves BROCHOT) wrote:

```
>> base = WIDGET_BASE( /COLUMN, /BASE_ALIGN_CENTER)
>> label = widget_label(base, xsize=300)
>> b1 = WIDGET_BASE(base, /ROW, /BASE_ALIGN_CENTER)
>> draw1 = widget_draw(b1, xsize=200, ysize=100)
>> draw2 = widget_draw(b1, xsize=200, ysize=200)
>> widget_control, base, /realize
>
> now, if I send the command
>
>> widget_control, label, set_value='I have moved'
>
> the widget_base base is resized of 4 pixels on X and Y.
>
> If I do the same in IDL 4, application don't resize.
>
> If somebody know how I can avoid this resizing, I'm interessed.
```

Me too!

Same problem here. It helps sometimes not to change the label's size. I use a monospaced font and initialize my labels with something like VALUE=' ', and don't change the number of characters later.

Similar problem: try adding another base to the bottom of your widget. Again, the whole widget is resized. Not always, but often enough. Even labels become bigger in both X and Y direction.

Alex

---

--  
Alex Schuster    [Wonko@weird.cologne.de](mailto:Wonko@weird.cologne.de)      PGP Key available  
[alex@pet.mpin-koeln.mpg.de](mailto:alex@pet.mpin-koeln.mpg.de)

---