
Subject: Re: widget_label bug in IDL 5

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

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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

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Subject: Re: widget\_label bug in IDL 5  
Posted by [wonko](#) on Mon, 11 Aug 1997 07:00:00 GMT  
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brochot@cnrs-orleans.fr (Jean-Yves BROCHOT) wrote:

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```

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

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