
Subject: Strange widget resize problem

Posted by [Justin Baker](#) on Wed, 01 Oct 1997 07:00:00 GMT

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Hi there,

I've got a really strange problem with resizable widgets that I hope somebody can help me with (or has at least seen !).

I am running IDL5.0.2 on an AIX (X windows) platform.

I have written a program which displays a geographical map in a draw widget as part of a widget hierarchy. When the user resizes the application with the mouse, the draw widget should also resize.

Strangely enough, this aspect of the application works on some X displays but not on others. I am using the UPDATE keyword to widget_control (for the widget base) but this does not seem to help.

Please note : the code is identical but the behaviour is different!

I have checked the configuration of the different X-terminals and can see nothing obvious (both using backing store &c.).

My application is quite large, but the relevant routine is:

```
pro changesize, info, x, y
; got a resize event WIDGET_BASE and now passing in
; event.x as x and event.y as y
; info is a large struct containing lots of useful fields

s = getLabelInfo(info)
  g=info.gui_info
  Widget_Control, g.base, update=0
; change size of base
  Widget_Control, g.base, XSIZE=x, YSIZE=y

; change size of draw widget
  widget_control, g.draw, XSIZE=x, YSIZE=y-40

; store new x and y for next time
  info.gui_info.draw_width = x
  info.gui_info.draw_height = y-40

  Widget_Control,g.infoLabel,set_value=s
  Widget_Control, g.base, /update
```

```
; throw out old pixmap and build new one
wdelete, info.map_info.map_pixmap
window, xsize=x, ysize=y-40, /free, /pixmap
map_pixmap=!d.window
info.map_info.map_pixmap = map_pixmap
```

```
mapUpdate, info
end
```

Thanks in advance,
Justin.
