
Subject: resizing draw widget

Posted by [Cathy Campo](#) on Wed, 17 Dec 1997 08:00:00 GMT

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i am trying to resize a draw widget. when i originally create the base and draw widget, i do this

```
base = widget_base(title='Data', xoffset=xoffset, yoffset=yoffset, $
    /column, xsize=x_scroll_size)
draw = widget_draw(base, /scroll, x_scroll_size=x_scroll_size, $
    y_scroll_size=y_scroll_size, retain=2, xsize=xsize, ysize=ysize)
```

when i want to resize the draw widget, i recalculate a new xsize, ysize, then i do this

```
; adjust size of drawable area
widget_control, draw, draw_xsize=xsize, draw_ysize=ysize
; adjust viewport size
widget_control, draw, xsize=x_scroll_size, ysize=y_scroll_size
; adjust base size
widget_control, base, size=x_scroll_size
```

the base is resizing correctly, but the draw widget is staying the old size. any suggestions?

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Subject: Re: resizing draw widget

Posted by [davidf](#) on Thu, 18 Dec 1997 08:00:00 GMT

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Cathy Campo (campo@gav.gat.com) writes:

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```
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> ; adjust size of drawable area  
> widget_control, draw, draw_xsize=xsize, draw_ysize=ysize  
> ; adjust viewport size  
> widget_control, draw, xsize=x_scroll_size, ysize=y_scroll_size  
> ; adjust base size  
> widget_control, base, size=x_scroll_size  
>  
> the base is resizing correctly, but the draw widget is staying the  
> old size. any suggestions?
```

I'm unclear from your description exactly what you are trying to do. If you have new xsize and ysize values (larger), but the same x_scroll_size and y_scroll_size values, then what you have done in the code above is resized the draw widget canvas (drawing area) and left its viewport size the same. In this case, the draw widget would not appear to change size on the display, although it would certainly have more drawing area (i.e., it is larger than it was before.)

I presume from your complaint that this is not what you intended to do. If you want to leave the drawing area or canvas the same size, but make the view into the drawing area (viewport) larger, then set the XSize and YSize keywords to the new sizes.

This is all made more complicated than it needs to be by the fact that the keywords XSIZE and YSIZE size the canvas or drawing area when used with WIDGET_DRAW, but size the viewport when used with WIDGET_CONTROL. (Uh, don't ask me why, I don't know.)

Cheers,

David

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