
Subject: Re: Widget inflation
Posted by [mgs](#) on Fri, 23 Jan 1998 08:00:00 GMT
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In article <34C8AA6A.CBC530C5@linmpi.mpg.de>, Kevin Ivory
<Kevin.Ivory@linmpi.mpg.de> wrote:

> Brian Jackel wrote:
>> Has anybody encountered a situation where IDL widgets grow
>> larger everytime a DRAW_WIDGET is resized? This is version
>> { mipseb IRIX unix 5.0.2 Aug 19 1997}. The problem is that
>
> This becoming a FAQ: (are you listening Mike?)
>
> It's a well known bug ind IDL 5.0.
> Some pages of explanation are:
> <http://www.rsinc.com/tipoweeek/archive/widgets1.html>
> http://www.dfanning.com/idl5_info/tlb_resize_problem.html

Yup, I'm listening. Thanks for bringing this to my attention, Kevin. I
should have been on top of that since it bit me pretty badly a few months
back.

Folks, please feel free to direct these kind of comments directly to me
for the next month or two. I'm in a situation where I'm swamped between
two projects (with one of them requesting mandatory overtime) and have
very little free time. Unfortunately, neither project is using IDL at the
moment.

Regards,

--

Mike Schienle
mgs@sd.cybernex.net

Interactive Visuals
<http://ww2.sd.cybernex.net/~mgs/>

Subject: Re: Widget inflation
Posted by [Brian Jackel](#) on Fri, 23 Jan 1998 08:00:00 GMT
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Kevin Ivory wrote:

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Ahhh, thanks very much. My problem was with draw widgets not labels, but surrounding the change with UPDATE=0/1 ie.

```
WIDGET_CONTROL,info.drawID,UPDATE=0  
WIDGET_CONTROL,info.drawID,XSIZE=nx,YSIZE=ny  
WIDGET_CONTROL,info.drawID,UPDATE=1
```

works just fine. If you don't mind a bit of flicker,
then this also does the trick

```
WIDGET_CONTROL,info.drawID,XSIZE=nx,YSIZE=ny,UPDATE=1
```

--
Brian Jackel

Subject: Re: Widget inflation
Posted by [davidf](#) on Fri, 23 Jan 1998 08:00:00 GMT
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David Fanning (davidf@dfanning.com) writes:

> I
> would be using the keywords Draw_XSize and Draw_YSize on
> the Widget_Control command above. Try that and see if it
> helps.

Whoops! Sorry. Brian's already tried this. Have to learn
to read the WHOLE message before I get all excited. :-)

Abashed in Colorado.

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Widget inflation

Posted by [davidf](#) on Fri, 23 Jan 1998 08:00:00 GMT

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Brian Jackel (jackel@danlon.physics.uwo.ca) writes:

> Has anybody encountered a situation where IDL widgets grow
> larger everytime a DRAW_WIDGET is resized?
> I'm resizing the draw widget with a command like
>
> WIDGET_CONTROL,info.drawID,XSIZE=nx,YSIZE=ny
>
> If I start off with nx=ny=64 and then change to 128 then
> the draw widget gets larger as expected. However, the
> entire widget also grows by about 4 pixels in each direction.
> Then changing the size back to 64x64 gives the correct
> draw widget, but the main base grows even more.

This may be the top-level base sizing bug that Kevin refers to, but it might also be (alas!) programmer error. :-)

The "4 pixels in each direction" part makes me suspicious. Sounds to me like what you want to be doing is resizing your draw widget *canvas*, not the whole draw widget. I would be using the keywords Draw_XSize and Draw_YSize on the Widget_Control command above. Try that and see if it helps.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Widget inflation

Posted by [Kevin Ivory](#) on Fri, 23 Jan 1998 08:00:00 GMT

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http://www.dfanning.com/idl5_info/tlb_resize_problem.html

Best regards

Kevin

--

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