
Subject: Widget Slider Values

Posted by [davidf](#) on Sun, 12 Jul 1998 07:00:00 GMT

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Darran Edmundson (dEdmundson@Bigfoot.com) writes:

> P.S. While I have the attention of an IDL guru. I just "hand-coded"
> my first slider widget. Is it really necessary to add labels manually
> in order to see the slider value. It's late here but I don't see
> a keyword or compound widget that will do the job and I'm about to create
> a widget_label ...

No, it is NEVER necessary to hand-code widget slider values, as far as I know. I've certainly never done it. I have seen this kind of thing happen once in one of my IDL courses, however. I can't remember exactly what caused it, but it may have been the user setting the YSIZE keyword in such a way that the values of the slider could not fit into the allocated screen space. In general, you might have to set the XSIZE of a horizontal slider, but you should leave the YSIZE alone. (And visa versa for a vertical slider.)

Cheers,

David

P.S. As a general rule, I try to avoid the XSIZE and YSIZE keywords and "size" my programs by the appropriate application of row and column bases. This makes for much more portable code. But occasionally the odd XSIZE or YSIZE keyword is required. Since this tends to restrict program portability, I often allow the value of this keyword to be set by the user with a keyword (e.g., Slider_XSize). Thus, my program regains some of the missing portability by means of configuration keywords.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Widget Slider Values

Posted by [mgs](#) on Thu, 16 Jul 1998 07:00:00 GMT

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In article <MPG.101283109280766989807@news.frii.com>, davidf@dfanning.com (David Fanning) wrote:

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> No, it is NEVER necessary to hand-code widget slider values, as

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> kind of thing happen once in one of my IDL courses, however.

I've had to do it a couple times. Once for a reversed scale (2000 to 1), and another for a (what's the word for 1, 10, 100, 1000) scale. But generally, you shouldn't have to hand-label a widget_slider.

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Interactive Visuals
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