
Subject: Re: Moving Realized Widgets
Posted by [davidf](#) on Tue, 22 Dec 1998 08:00:00 GMT
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Allan Beihl (beihl@ti.com) writes:

> Is there any way to force a widget to move once realized?

Sure. If I have a customer that is slow to pay his bill,
I like to write a little timer event that at random times
will move the application to some other location on the
display. Drives 'em crazy. They pay up quickly. :-)

> IDL help states that :

>>> it is best to avoid this style of programming. Although these keywords are
> usually honored, they are merely hints to the widget toolkit and might be
> ignored.

IDL has gotten much better at this than it used to be.
I find that these "dangerous" things are almost always
carried out successfully these days. I even wrote a droplist
widget this week that can destroy itself and come back to life
in a new incarnation. Still, you can't *always* move things
on *all* window managers.

The bottom line is to not get too hung up on where things
are positioned. Users wielding mice often have ideas of
their own that don't always correspond to your completely
understandable aesthetic sense.

Happy Holidays!

David

--

David Fanning, Ph.D.
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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Moving Realized Widgets
Posted by [davidf](#) on Wed, 23 Dec 1998 08:00:00 GMT
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Allan Beihl (beihl@ti.com) writes:

> In general I concur. Unfortunately this really throws a wrench into a
> project I have been working on (and off) for the couple of months. I have
> been writing a IDL "Foundations" Class library, similar in functionality to
> MFC on windows. While creating a collapsible list box container class, I
> came upon the need to move base widgets after they are realized. Bad news
> for me.

I certainly wouldn't give up on this until after I had tested
it a little. :-)

Cheers,

David

--

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Subject: Re: Moving Realized Widgets
Posted by [Allan Beihl](#) on Wed, 23 Dec 1998 08:00:00 GMT
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David Fanning wrote in message ...
> Allan Beihl (beihl@ti.com) writes:
>
>> Is there any way to force a widget to move once realized?

<*snip*>

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> The bottom line is to not get too hung up on where things
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> their own that don't always correspond to your completely
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> Happy Holidays!
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> David
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Thanks anyhoo,
Allan

Subject: Re: Moving Realized Widgets
Posted by [David Foster](#) on Tue, 29 Dec 1998 08:00:00 GMT
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Allan Beihl wrote:

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> Is there any way to force a widget to move once realized?
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>>> it is best to avoid this style of programming. Although these keywords are
> usually honored, they are merely hints to the widget toolkit and might be
> ignored.
>
> Allan Beihl

Allan -

I thought you might be interested in my POS_WIDGET.PRO routine that lets you position a widget in various ways, most in relation to a parent widget. It will at least give you an idea of how to use screen and widget geometry to position things.

You can use this routine to position widgets before or after they have been realized.

You can download this at:

ftp://bial8.ucsd.edu/pub/software/idl/share/idl_share.tar.gz

There is a file POS_WIDGET.DOC documentation file.

Dave

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