Subject: Re: Scroll bars in scalable draw widgets Posted by davidf on Wed, 20 May 1998 07:00:00 GMT

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Anders Johannesson (ajo@svep.se) writes:

- > I'm looking for a way to work with a scalable draw_widget
- > so that I can add scroll bars whenever the user scales the
- > widget to something smaller than the image. In this application
- > I don't want to scale the image.

>

- > I know that you
- > can set scroll keywords while defining the draw_widget, but I
- > cannot find any way of changing this with widget_control
- > in the event handler modules.

This question interested me, so I spent some time trying to make it work. It turned out to be more difficult than I had anticipated for several reasons.

What I ended up doing was this. If I needed scroll bars (i.e, the user sizes the draw widget to be smaller than the image), I destroyed the old draw widget and built another with scroll bars. I'm not sure it is kosher widget programming style to destroy a widget like this, but I know that Windows is more forgiving than some operating systems with these kinds of manipulations and I am running a Windows NT 4.0 system.

As it happens, although Windows is forgiving, IDL was less so. I could not get this to work at all in IDL 5.0.3, although it appears to work correctly in IDL 5.1. In 5.0.3 I could get the scroll bar effect I was looking for, but I couldn't get viewport events generated after adding and deleting scroll bars a couple of times.

Interestingly enough, if I have a small window with scroll bars and I resize it to be much larger, the scroll bars disappear. This is *exactly* what I want, of course, but I don't know *why* it is happening!

I hate to publish this code, since it is probably illegal as hell to be doing what I am doing, but I have sent it to Anders in a private e-mail. If anyone else is interested, let me know.

Cheers.

David

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