
Subject: Re: Scroll bars in scalable draw widgets
Posted by [davidf](#) on Wed, 27 May 1998 07:00:00 GMT
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David Foster (foster@bial1.ucsd.edu) writes:

> Anders Johannesson wrote:
>>
>> 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.
>>
>
> If I *really* wanted this feature, I think I would do something
> similar to what David Fanning suggests, except that I would make
> the draw widget a separate popup that can be recreated with or
> without scrollbars when the scaling is changed. That is, whenever
> the user rescales the window such that scrollbars should appear/
> disappear, the entire widget heirarchy for the popup draw widget
> could be destroyed and recreated.
>
> If the draw widget must be integrated within your application
> widget, then you will probably have to live with IDL's default
> behavior (either scrolls all the time or up to a given window size).

Good suggestion, and what I would have recommended, too.
But I checked with RSI about destroying and recreating
widget sub-hierarchies and they gave me a qualified OK.
I'm still a little uncomfortable with it (years of listening
to myself teach, I guess), but it sure worked in this
case and I guess I'm willing to try it again if and when
it makes sense. :-)

Cheers,

David

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