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Subject: Re: viewport events in widget\_draw  
Posted by [menakkis](#) on Wed, 17 Jun 1998 07:00:00 GMT  
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krieger@ipp.mpg.oz (Karl Krieger) wrote:

- > Has anyone managed to read out viewport coordinates generated by
- > a viewport scrolling event? I am using IDL 5.1 under WinNT4.0.
- > Setting /viewport\_events as keyword for widget\_draw makes
- > the widget generate events when the scroll slider bars are moved
- > (event.type is 3), however, I found no way to get the actual
- > viewport coordinates with respect to the plotting plane.
- > event.x and event.y return zero.

When handling the viewport event (event.type eq 3), use  
WIDGET\_CONTROL,draw\_widget\_id,GET\_DRAW\_VIEW=dview. Dview will be returned as  
"a 2-element integer array giving the X and Y position relative to the lower  
left corner of the graphics area".

Peter Mason

-----= Posted via Deja News, The Leader in Internet Discussion =-----  
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