
Subject: Re: Scrolling text

Posted by [Peter Mason](#) on Fri, 17 Dec 1999 08:00:00 GMT

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Kelly Dean <krdean@lamar.colostate.edu> wrote:

> ... I now how to read the text file and parse out the Fort
> Collins forecast with IDL, but how would I get the text to slowly
> scroll through the forecast in a text widget?

This might look better if done with a graphics window, but first, some ideas about text widgets.

It's possible to set up a text widget that just grows as you send new lines of text to it. (It's straightforward but I don't remember how offhand - I seldom do this.) But if there's an undetermined amount of text to be displayed then I think it would be better to create a text widget with a fixed number of lines, and always send it a string array. e.g., `NLINES=12`; Create it with `YSIZE=NLINES` and always send a `STRARR(NLINES)` (or maybe `STRARR(NLINES-1)` ?!). You'd keep the string array in your routine and populate it from the bottom - When you wanted to display a new line of text, you'd do something like `STRINGS[0:NLINES-2]=STRINGS[1:NLINES-1] &STRINGS[NLINES-1]=NEW_STRING` &`WIDGET_CONTROL,TXT_WID,SET_VAL=STRINGS`.

If you used a graphics window then you could do smooth scrolling.

This would be *much* easier to read than a text widget if the updates were coming in thick and fast.

Say the main draw widget was `GY` *pixels* high and `GX` wide, and a text line was `TY` pixels high. On startup you'd need an invisible `PIXMAP` window `TY` pixels high and `GX` pixels wide. When a new line of text was ready to be displayed, you'd first `XYOUTS` it to the pixmap window (in a nice font), and then update the draw widget one pixel-line at a time with a loop `I=0,TY-1` that had contents like:

- 1] `WSET,DRAW_WIDGET_VALUE`
- 2] `DEVICE,COPY=[0,0,GX,GY-1,0,1]` to scroll the draw widget up.
- 3] `WSET,PIXMAP_WINDOW_ID`
- 4] Use `DEVICE,COPY=[0,I,GX,1,0,0,DRAW_WIDGET_VALUE]` to copy the next line from the pixmap window to the bottom of the draw widget.
- 5] Wait a few dozen milliseconds.

You'd have to experiment a bit to find a suitable value for `TY`, but that shouldn't be hard.

Good luck

Cheers

Peter Mason

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