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Subject: Re: Scrolling text

Posted by [Peter Mason](#) on Sat, 18 Dec 1999 08:00:00 GMT

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Peter Mason <menakkis@my-deja.com> wrote:

> (..without really thinking..)

Oops, sorry Kelly I really botched the DEVICE calls graphics scroll method there. I have appended a little test program that demonstrates this technique, in case you'd like to try it out. (It does the honours with a text file.) The scrolling speed will be affected by your computer's hardware and will go faster with 8-bit colour depth than 24-bit. If it scrolls too slowly you could try creating the main window with RETAIN=0 (always a speed-up) and/or knocking out the WAIT. I tried it with IDL's true-type fonts and, to my surprise, this slowed things down a lot on my P2/300 machine - there's a noticeable delay while each line is rendered with XYOUTS. But perhaps try this as well and see what you think.

Cheers

Peter Mason

```
; =====  
; A little program to demonstrate smooth text scrolling.  
; Peter Mason, Dec. 99  
; The one and only parameter is the filename of an ASCII  
; file - this file gets read and displayed.  
pro tscroll,tfile  
  if n_elements(tfile) eq 0 then tfile='tscroll.pro'  
  t=""  
  openr,u,tfile,/get_lun,err=e  
  if e ne 0 then return  
  gx=512L &gy=320L           ;main window size  
  ty=16L                    ;pixmap window height  
  window,0,xsiz=gx,ysiz=gy,retain=1 ;retain=0 for max speed  
  window,1,xsiz=gx,ysiz=ty,/pixmap ;room for 1 line of text  
  while not eof(u) do begin  
    readf,u,t  
    wset,1 &erase  
    xyouts,0,3,t,/dev,font=0      ;render the next line  
    wset,0  
    for j=0L,ty-1L do begin      ;copy the text-line to  
      device,copy=[0,0,gx,gy-1,0,1] ;the main window one  
      device,copy=[0,ty-j-1,gx,1,0,0,1] ;pixel-line at a time  
      ;wait,0.02  
    endfor  
  j=get_kbrd(0)  
  if keyword_set(j) then goto,bye ;escape hatch
```

```
endwhile  
bye:  
  free_lun,u  
  wdelete,1  
  return  
end
```

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