Subject: Re: testcase
Posted by btupper on Thu, 04 Apr 2002 02:38:42 GMT
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On Wed, 03 Apr 2002 18:56:24 -0400, Ted Cary <tedcary@yahoo.com>
wrote:

> If your computer is like mine, TLB_SIZE events will
> always generate WIDGET_DRAW expose events, and the X field in the expose
> event structures will not depend on the viewport position at all, but
> will always be equal to the draw widget's screen y size.
>

Hi Ted,

I just ran through a number of resizes using your program. What you
describe does not match the behavior I see on this machine.

IDL> print, !version
{ x86 Win32 Windows Microsoft Windows 5.5 Aug 28 2001 32 64}

Here's an example from the output log.

TLB_SIZE_EVENT!!_____
EXPOSE EVENT!!_____
EVENT.X: 0
VIEWPORT X: 0
SCR_YSIZE: 327.000

I notice that the X and Y fields of any expose event contain 0
regardless of the postion of each slider. The sliders usually snap
back to the left and top when I resize.

Here's output,slightly modified from yours, that prints the entire
event structure. I labeled the X and Y fields (kinda). Note that X
and Y fields are returned as zeroes in the expose event.

VIEWPORT MOTION EVENT!!_____X_____Y
{ 10 9 9 3 470 346
0 0 0 0}
VIEWPORT MOTION EVENT!!_____X_____Y
{ 10 9 9 3 914 346
0 0 0 0}
TLB_SIZE_EVENT!!_____
EXPOSE EVENT!!_____X_____Y
{ 10 9 9 4 0 0

0   0   0   0}

I changed the GUI so the draw widget didn't have scroll bars. Zero values are returned in the expose event.X and event.Y fields, too.

The online docs about draw events says, 'The X and Y fields give the device coordinates at which the event occurred, measured from the lower left corner of the drawing area. ' I suppose an expose/resize event does have a position in that sense. It's wierd that the Mac puts the scr_ysize in the x field... but that doesn't make it any less useful that what the Windows version is doing.

> Drawing a
> larger image in an object graphics hierarchy to a scrollable window takes a
> long time--noticeably longer than drawing a smaller image.

Could you use direct graphics in this case? The DEVICE, COPY = ... is some wicked fast, as we say here Down East, event for 1500x1500 pixels (or a subset thereof.)

Ben
