
Subject: Re: Expose Events (easy questions)
Posted by [Ted Cary](#) on Wed, 03 Apr 2002 17:49:00 GMT
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"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1714eb51cd25064b989861@news.frii.com...

> Ted Cary (tedcary@yahoo.com) writes:
>

>
> But, that said, the values in IDL 5.4 Windows of the
> X and Y fields of the event structure are the locations
> of the lower-left corner of the window in viewport
> coordinates, which is exactly what I would expect.

That's what I expected too, but at least on my Mac at work the X field does
not appear to have anything to do viewport X-coordinates. It's the
scr_ysize, every time. I spent 3 hours toying with it yesterday, so I'm
pretty sure about it. I'll post the code later.

I was hoping that by using APP_SCROLL and then explicitly redrawing only the
viewable portion of the window that I would speed things up. Drawing a
larger image in an object graphics hierarchy to a scrollable window takes a
long time--noticeably longer than drawing a smaller image. My cursor lags
too much during drag-drawing with the mouse, when the hierarchy is redrawn
with every motion event. The lag is definitely proportional to image size.
The documentation for WIDGET_DRAW maintains that one should always use
APP_SCROLL with large images, and in fact with anything drawn in device
coordinates (I think). I was assuming this was because of the slowness
problem? If not, what's the point?
