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Subject: Re: Expose Events (easy questions)

Posted by [James Kuyper](#) on Wed, 03 Apr 2002 18:17:28 GMT

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David Fanning wrote:

> Ted Cary (tedcary@yahoo.com) writes:  
>  
>  
>> The APP\_SCROLL draw widget is in a resizable base  
>  
>  
> I have to admit, I don't get the APP\_SCROLL keyword!  
> On Windows, at least, it appears to disable the  
> scrolling ability of the operating system and \*makes\*  
> you scroll the image yourself. (Tell me again, \*why\*  
> do I want to do that when you already take care of it!?)  
>  
> 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.  
>  
> It is no problem copying the right part of the image  
> from a pixmap, or from the image itself, using these  
> values. But I still don't understand why you would  
> want to. (I guess if you were going from the image  
> data directly it would make some sense. But then it  
> wouldn't be particularly fast.)

I think the most reasonable use of this would be to implement something that uses the same interface as scrolling, but does something different from what the built-in does. For instance, a vertical scroll that takes you through the sections of a document at a constant rate, even though some sections are much larger than others. Or an image might be displayed with different magnifications, depending upon which part you're viewing.

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