
Subject: Re: Expose Events (easy questions)

Posted by [David Fanning](#) on Wed, 03 Apr 2002 17:09:20 GMT

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Ted Cary (tedcary@yahoo.com) writes:

- > Anyone with experience using scrollable, resizable draw widgets and RETAIN=0
- > should be able to answer these easily.

Leaves me out, sorry. :-(

- > What is contained in the X and Y fields of the structure generated by a draw
- > widget expose event ?

You've got me. The documentation is...well...the documentation. :-(

- > The APP_SCROLL draw widget is in a resizable base. The expose events are
- > generated when the base is resized

I don't understand how this can happen. Can you provide more details about this?

- > Finally, is this even the fastest way to scroll through a large image?
- > That's the motivation behind using APP_SCROLL in the first place. Should I
- > be using any other techniques as well, like DEVICE_COPYING from pixmaps or
- > anything like that?

I haven't done this in a LONG time, but I used a Device Copy from a much larger pixmap into the smaller draw widget, using the values obtained from the VIEWPORT event structure to tell me where to start copying in my pixmap. It worked great, as far as I remember. I haven't been able to find that program, but I've changed computers several times since I wrote it.

Do you have a simple example you can provide us to fool around with?

Cheers,

David

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