Subject: Expose Events (easy questions)
Posted by Ted Cary on Wed, 03 Apr 2002 15:27:19 GMT

Hello all,

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

What is contained in the X and Y fields of the structure generated by a draw widget expose event ? I'm using a draw widget with APP_SCROLL set (RETAIN=0, etc...). As far as I can tell, the Y field contains the y-coordinate of the viewport's vertical slider or something related to it, which makes sense. What does not make sense is that the X field definitely contains the *vertical* screen size of the draw widget, always the same thing as returned in the SCR_YSIZE field of WIDGET_INFO geometry structure. I'm missing something.

The APP_SCROLL draw widget is in a resizable base. The expose events are generated when the base is resized, at which point it is necessary to redraw the viewable portion of the image according to the position of the viewport's two sliders. If information on the sliders' positions is not contained in the expose event structure or the WIDGET_INFO geometry structure, how can I query the widget to get the positions? Since the X and Y fields of viewport motion events do contain information on slider positions, do I actually have to store this information in an info structure each time a viewport motion event is generated, then use the stored values when an expose event occurs? Is it possible to programmatically position the sliders?

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?

Thanks