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Subject: Re: Scrolling in draw widgets - newbie's question  
Posted by Liam E. Gumley on Tue, 13 Aug 2002 14:24:33 GMT  
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Evgeny Turchin wrote:

>  
> Hello, All !  
> Here's the text of my program:  
>  
> base = WIDGET\_BASE(XSIZE=650, YSIZE=400)  
> draw1 = WIDGET\_DRAW(base, XSIZE = 550, X\_SCROLL\_SIZE=200, YSIZE = 550,  
> Y\_SCROLL\_SIZE=200, XOFFSET=5, /APP\_SCROLL)  
> WIDGET\_CONTROL, /REALIZE, base  
> WIDGET\_CONTROL, draw1, GET\_VALUE = index  
> WSET, index  
> ImageIsRead=DIALOG\_READ\_IMAGE(FILE=FileName, FILTER\_TYPE='tif, .tiff', \$  
> IMAGE=PhotoArray)  
> TVSCL, PhotoArray  
>  
> The image is successfully loaded in the viewport but the scrolling does not  
> work. Does anybody know  
> how to solve the problem and create the widget where scrolling is possible  
> in graphic viewport?  
> I'm using IDL 5.4 for Win32.

Try this instead:

```
base = widget_base()  
draw = widget_draw(base, xsize=1024, ysize=1024, $  
  x_scroll_size=512, y_scroll_size=512)  
widget_control, base, /realize  
plot, indgen(10)
```

Also see the SWINDOW procedure:

<http://www.astro.washington.edu/deutsch-bin/idllibsrch?keywo rd=swindow>

Cheers,  
Liam.  
Practical IDL Programming  
<http://www.gumley.com/>

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