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Subject: Scrolling in draw widgets - newbie's question

Posted by [Evgeny Turchin](#) on Tue, 13 Aug 2002 14:22:01 GMT

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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
ImagelsRead=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.

Regards, Evgeny Turchin.

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