Subject: Re: forcing scroll bars in widget_draw
Posted by btt on Mon, 10 May 2004 20:29:48 GMT
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David Fanning wrote:

> Ben Tupper writes:
>
>
>> It doesn't work to make the canvas equal to or smaller than
>> the viewport (in fact, I think the canvas must be quite a bit larger
>> than the viewport to get scroll bars.)
>
>
> In my tests on Windows, just a single pixel larger than the
> viewport was required to keep scroll bars around.
>

Hi David,

Hmmph, not on MaxOSX and I feel snookered. Did you try making the
canvas and viewport the same size? I wonder if the other Benjamin could
just use TVImage (etc) to center the small image on a viewport-sized
canvas?

Cheers,
The other other Benjamin