
Subject: Re: forcing scroll bars in widget_draw

Posted by [David Fanning](#) on Mon, 10 May 2004 20:16:14 GMT

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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.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
