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Subject: Re: forcing scroll bars in widget\_draw  
Posted by [btt](#) on Mon, 10 May 2004 20:09:30 GMT  
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Benjamin Hornberger wrote:

> Hi all,  
>  
> is there a way to force scroll bars in a draw widget even if the draw  
> size is smaller than or as big as the viewport (the scroll bar should be  
> inactive then)? I would like to have that because eventually the size of  
> the draw area will be increased, and if the scroll bars appear just  
> then, the size of the base widget would change, which is kind of ugly.  
>

Hi,

You can define a 'big' drawing canvas (see XSIZE and YSIZE keywords) with a 'small' viewing port (see X\_SCROLL\_SIZE and Y\_SCROLL\_SIZE keywords). 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.)

The following example defines the viewport size as the image size but defines the drawing canvas as 3 times bigger than the image size. Note the call to WIDGET\_CONTROL to change the coordinates of the viewport.

Ben

PRO ScrollTest

```
base = Widget_Base()

dim = [200,200]
img = BYTSCL(Hanning(Dim[0], dim[1]), top= 200B) + 55B
draw = Widget_Draw(base, $
  Retain = 2, $
  Xsize = dim[0] * 3, $
  Ysize = dim[1] * 3, $
  X_Scroll_Size = dim[0], $
  Y_Scroll_Size = dim[1])

Widget_Control, base, /realize
Widget_Control, draw, Set_Draw_View = [dim[0], dim[1]]

TV, img, dim[0], dim[1]
```

XMANAGER, 'ScrollTest', base

END

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