Subject: Re: forcing scroll bars in widget_draw
Posted by David Fanning on Mon, 10 May 2004 21:12:06 GMT

Ben Tupper writes:

> Hmmph, not on MaxOSX and I feel snookered. Did you try making the
> canvas and viewport the same size?

Yep. Same size doesn't work. On Windows, the canvas must
be *at least* one pixel larger than the viewport to retain
scroll bars. Or else they just disappear! :-(

Cheers,

David

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