
Subject: Scrolling draw window question

Posted by [Kenneth P. Bowman](#) on Thu, 10 Feb 2005 01:37:28 GMT

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Here is a short script that displays an image in a scrolling draw window:

```
base = WIDGET_BASE()
draw = WIDGET_DRAW(base, RETAIN = 2, $
    XSIZE      = 400, $
    YSIZE      = 400, $
    X_SCROLL_SIZE = 200, $
    Y_SCROLL_SIZE = 400)
WIDGET_CONTROL, BASE, /REALIZE
TVSCL, DIST(400)
```

The idea is to scroll in only one dimension (horizontal in this case).

When I run this script, the display window appears to be a few pixels smaller than the image size of 400. As a result, there is a y-scrollbar; and moving y-slider moves the image up and down slightly. This is on Mac OS X with X11.

So, how do I make one dimension of the viewable window match the image size?

(The SCR_XSIZE and SCR_YSIZE keywords seem to make the problem worse.)

Thanks, Ken Bowman
