Subject: Re: Widget_Draw scrollebe but not scrollable ?? Posted by pulsifer@bigfoot.com on Tue, 17 May 2005 03:02:18 GMT View Forum Message <> Reply to Message

I ran into a similar problem a couple of months ago.

You can get pretty close by making the initial window scrollable, but by making the draw size a little smaller (approximately 4 pels on Mac OS X) so that the scroll bars don't show up. Later when you make the draw area bigger, the scroll bars appear. I had to play with it a while to get it to work and it never worked perfectly, but got pretty close.

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Antonio Santiago wrote:
>>
>> This is not really possible. But sometimes there are tricks:
>>
     http://www.dfanning.com/widget tips/draw scroll.html
>>
>>
>> Cheers,
>>
>> David
>>
> :( This technique don't resolve my problem because I can't destroy
the
> original widget_draw.
> Well, in my application, this means the user has the responsability
to
> create the apropiate widget draw with or without scrollbars from the
 beginning.
>
  Thanks.
> --
  Antonio Santiago Pérez
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