
Subject: Unix Users: Enable IDL Widget Scrolling
Posted by [JD Smith](#) on Sun, 22 Jan 2006 23:40:40 GMT
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Ever wished you could use that mouse scroll wheel or ball on IDL widgets? IDL users of MacOSX/Unix can enable this ever so useful functionality with a bit of Motif X resource hackery. Simply add:

```
*XmList.baseTranslations:    #augment Shift<Btn5Down>: ListNextItem()\nShift<Btn4Down>: ListPrevItem()\n<Btn5Down>: ListNextPage()\n    <Btn4Down>: ListPrevPage()\n
```

```
*XmScrollBar.baseTranslations: #augment <Btn4Down>: IncrementUpOrLeft(0)\nIncrementUpOrLeft(1)\n    <Btn5Down>: IncrementDownOrRight(0) IncrementDownOrRight(1)\n
```

```
*XmText.baseTranslations:    #augment Shift<Btn4Down>: page-left()\nShift<Btn5Down>: page-right()\n    <Btn4Down>: scroll-one-line-up()\n    <Btn5Down>: scroll-one-line-down()\n
```

to your ~/.Xdefaults file, restart X11 and IDL, and scroll away on lists and text widgets. Those random back slashes and newline commands aren't line noise, they need to be included.

In IDL widget lists, scroll does page up/down, whereas shift-scroll moves the "dotted" selection by one. When the mouse is over the scrollbar itself, the scroll wheel moves a line at a time. Text widgets are similar.

If anyone at RSI is listening, something like this would be a very good addition to the "\$IDL_DIR/idl/resource/X11/lib/app-defaults/Idl" default X preferences file.

JD
