
Subject: Re: Problems with draw_xsize keyword in widget_control
Posted by [David S. Foster/Admin](#) on Tue, 09 Jan 1996 08:00:00 GMT
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Idorffne@fbgeo1.tuwien.ac.at (Lionel Dorffner) wrote:

>
> I have problems with the 'draw_xsize' and 'draw_ysize' keywords in
> widget_control. As the manual says those keywords can be used to change the
> width and height of the drawable area for scrolling draw widgets. With the
> keywords 'scr_xsize' and 'scr_ysize' I only can change the viewport size.
>
> Example (see also Program-Code below):
> If I have a scrolling draw widget with a size of 500 and a scroll_size of 300
> I can display a 500x500 image and use the scrollbars to move around. If now I
> want to load an image with 600x600 pixels I have to enlarge the viewport size
> using the command 'widget_control, widget_id, scr_xsize=600, scr_ysize=600'.
> But also I now have a larger viewport the drawable area is still 500x500. So I
> want to use the command 'widget_control, widget_id, draw_xsize=600,
> draw_ysize=600' to also enlarge the drawable area. But the result is
> absolutely not what I expected and what I wanted.

The order of widget_control calls you used is:

```
WIDGET_CONTROL, event.id, scr_xsize=anz*100 ;set new screen_size  
WIDGET_CONTROL, event.id, scr_ysize=anz*100
```

```
WIDGET_CONTROL, event.id, draw_xsize=anz*100 ;set new graphic region  
WIDGET_CONTROL, event.id, draw_ysize=anz*100
```

I don't think you want to use the SCR_XSIZE keyword since that changes the actual SCREEN dimensions of the draw widget. If you want to change the size of the graphics window to allow for bigger images, and keep the viewport the same size, then just use the DRAW_?SIZE keyword after you've created the scrollable draw widget.

I have to relearn these keywords periodically as they are somewhat confusing. For scrollable draw widgets:

DRAW_?SIZE : Change the size of the graphics region of a draw widget.

?SIZE : Change the viewport size of a draw widget.

SCR_?SIZE : Change the screen dimensions of a draw widget.

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