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Subject: Re: Removing scroll bars from table widgets

Posted by [2d](#) on Mon, 03 Dec 2007 18:34:22 GMT

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> it should be scroll = 0, since /keyword is the same as keyword=1 ...

>

> Jean

Hmmm, i put scroll = 0 in the main body of the program and as a widget\_table call argument but to no avail. Is there just no way to get rid of these annoying scroll bars?

Regards, D

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