I have a coloured widget list I created using Object Graphics and /
APP_SCROLL

 http://nma.cvs.sourceforge.net/viewvc/nma/nma/widgets/nmaabs
tractselect__define.pro?revision=1.1&view=markup

If you want to see working code then you'll need to download the
source using CVS

http://sourceforge.net/scm/?type=cvs&group_id=208852

Try putting the code into your IDL path and then run the following
commands
.run nmadefaultselect__define.pro
NMADEFAULTSELECT_TEST4

Robbie

On May 12, 9:20 am, David Fanning <n...@dfanning.com> wrote:
> Folks,
>
> Has anyone successful written an application using a draw
> widget with the APP_SCROLL keyword set? An example program,
> Draw_App_Scroll, is supplied with IDL, but the initial
> image used in the example starts out in the wrong
> location in the window, and if I use a "real" image,
> rather than the toy image in the example, what shows up
> in the window when I move the scroll bars is anyone's
> guess.
>
> I'm looking for ways to cut down the amount
> of memory I am using when displaying large images,
> but I'm beginning to think this isn't it. :-(
>
> Thanks,

>
> David
> --

> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")