Subject: APP_SCROLL Keyword to Widget_Draw
Posted by David Fanning on Mon, 11 May 2009 23:20:00 GMT

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