Subject: Draw Widget Object Graphics Scrolling, Confused
Posted by j.coenia@gmail.com on Tue, 03 Aug 2010 20:00:50 GMT

I want to scroll through a zoomed object graphics scene bigger than
the viewport by dragging draw widget scrollbars. This works if RETAIN
= 2, but performance is too slow, which is why it is not recommended
in the documentation.

If RETAIN is 0 or 1, the view only redraws itself *after* I release
the scrollbars, so I can't really interactively scroll through my
object graphics. While I'm dragging, until I release, the viewport
goes almost all white, so I can't see where I am scrolling.

I'm re-drawing with every expose or viewport event, as suggested in
the help, but these events are not generated *while* I'm dragging the
scrollbars.

How do I use the draw widget scrollbars to scroll through an object
graphics scene if RETAIN is 0, the recommended setting for object
graphics windows?

Thanks.