> How about an alternative approach? A "slippy map" type of control with
> the mouse, i.e., no scrollbars, you grab the image with your mouse and move:
>
>   http://michaelgalloy.com/2006/04/15/idlgrimage-tiling-in-idl -62.html
>

The slippy map is cool, and I'll definitely use idlgrimage tiling in
the future if it increases zoom performance, but the mouse is being
used to draw ROIs on the images right now. The interface can't be too
creative -- the intended users aren't necessarily good with computers
or with mice, and they'll expect scrollbars to scroll (not turn the
screen white until released).

It seems like window scrollbar dragging should generate viewport
change events that I could use to redraw. Dr. Fanning's answer above
suggests that he thinks I should be getting these events in my
handler. I'm not, though. There must be some trick to using
scrollbars when RETAIN = 0 that I just haven't found yet.

Thanks