On 8/9/10 12:04 PM, j.coenia@gmail.com wrote:
>
>> Is this because you are not getting events in your event
>> handler (seems doubtful) or because you are not updating the
>> scene in your event handler when you get a motion event?
>
> There are no events generated at all while scrolling (?), only when
> the scrollbars are released (IDL 7.1, Windows 7 32). If there is
> some switch I'm missing to turn on scrolling events so I could redraw,
> that would solve my problem.

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

This above example talks a lot about JPEG 2000 and using IDLgrWindow's
tiling capabilities, but you might be just interested in the portion of
the event handler that handles motion events.

Mike
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