
Subject: Re: Scrolling text in a widget_label

Posted by [David Fanning](#) on Thu, 01 Dec 2011 20:56:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Russell writes:

```
> So I have a large GUI I've been working on, and there are several
> widget_labels all over the place. The xsizes of these regions are
> fixed, but the text that can populate them is to be decided by the
> User. In general, the text will be much longer than the widget_label
> can accommodate, so I thought it would be helpful to add some type of
> scrolling to the text inside a widget_label. My hope was that when
> the User places the mouse over the widget_label that the text beneath
> it would scroll. I can use /tracking_events to tell when the mouse
> enters or leaves the widget_label, but I don't know how to interrupt
> the event loop, something like:
>
> while event.enter eq 1 do begin
>   scroll_text,event.id
> endwhile
>
> because as this while loop begins, it never exits back to the main
> event handler to even know if the mouse leaves or not. My gut tells
> me I need widget_event, but I can't really see how to make that
> happen....
>
> Any advice?
```

Forget it. Ain't gonna happen. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
