Subject: Scrolling text in a widget_label
Posted by Russell[1] on Thu, 01 Dec 2011 19:55:18 GMT
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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?

Russell