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Subject: Re: Widget\_windows, scrolling and refreshing  
Posted by [Helder Marchetto](#) on Tue, 24 Mar 2015 21:07:30 GMT  
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On Tuesday, March 24, 2015 at 9:40:03 PM UTC+1, Paul Mallas wrote:

- > Hello,
- >
- > I have a widget\_base which holds a variable number of widget\_windows containing image chips. If the number of widget\_windows required exceeds a threshold, the y scroll bar is enabled on the widget\_base.
- >
- > My problem is when the scroll bar is enabled and I actually scroll, only the top and bottom row of widget\_windows refresh (i.e., the ones moving onto the visible area when scrolled). The center rows of widget\_windows go black and are never refreshed.
- >
- > There does not seem to be a 'scroll event' off which to cue a refresh. Any ideas how to make the black window\_widgets refresh?
- >
- > Thank you

I've ran into a similar problem with FG graphics and I found a workaround. I don't like it, but saves me lots of headaches. I basically fire a timer\_event every second (or less... depending) and I then refresh windows using something like:  
oWin->refresh

Does the job, but I would also like these window to update on their own :-)  
Let me know if you have a better solution.

Cheers,  
Helder

PS: This also happens with normal windows. Event if I do p=plot(/test) and then do something else, the window might go black. The only way I found to get things back is to interact with the widget (or refresh it).

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