Subject: Re: Widget_windows, scrolling and refreshing
Posted by PMan on Tue, 24 Mar 2015 21:59:48 GMT
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On Tuesday, March 24, 2015 at 5:07:31 PM UTC-4, Helder wrote:
> 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).

Ok, I will try out your idea. The only things I could come up with were 1) creating an additional 'Refresh all' button, or 2) making the scroll range so large that everything can scroll out of/into visible range. Both sort of lousy choices.