
Subject: Re: Problems with draw widget scrolling in IDL 5.0

Posted by [davidf](#) on Tue, 12 Aug 1997 07:00:00 GMT

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Roberto Racca writes:

> David Fanning <davidf@dfanning.com> wrote:

>

>> As a work-around, what about making the draw widget as large

>> as you will possibly need and then restricting the viewport

>> scrolling in such a way as to keep the viewport over the

>> current image.

>

> Yes, I had tried the approach of the constantly large draw area. It

> works, of course, but the problem is that I can think of no way to

> 'restrict the scrolling' as you say. It is most disconcerting to the

> users if, having scrolled the viewport to some region far from the

> top left corner and then zoomed back, they are confronted with a

> blank screen and have to 'search' for the image. As I mentioned in my

> original post, you cannot reliably force a scroll in software using

> set_draw_view in widget_control. Any thoughts?

The problem with resizing draw widgets and the problems with the Set_Draw_View keyword to Widget_Control are both known problems. RSI engineers are currently researching the cause of the problem, which I'm told has a high priority. They expect to have the problem solved in the next release of IDL.

Information about this and other assorted behaviors in IDL 5 can be found on the IDL 5 Reports and Information page of my web page.

Cheers,

David

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