
Subject: Re: Problems with draw widget scrolling in IDL 5.0
Posted by [Roberto Racca](#) on Tue, 12 Aug 1997 07:00:00 GMT
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David Fanning <davidf@dfanning.com> wrote in article
<MPG.e5a1df767a35afd9896dd@news.frii.com>...

- > 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?

Thanks!
Roberto

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