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:

- > I have encountered a few puzzling quirks in the Draw widget under IDL
- > 5.0 (first full release) running on a Windows 95 platform. They have
- > to do with the scrolling of the viewport over a larger drawing area.

>

- > 1) I need to resize the underlying drawing area at run time. I use
- > the widget control procedure with the parameters draw xsize and
- > draw\_ysize. Everything works properly if the viewport is located at
- > the top left corner of the image. Otherwise, IDL appears to 'lose
- > track' of the location of the viewport and starts displaying bands of
- > grey background at the edges of the image, or in worst cases no image
- > at all. The effect is cumulative over repeated resizings, and there
- > is no way of restoring the proper positioning.

>

- > I would sincerely appreciate having someone's opinion on this. I very
- > much need the resizing feature for a critical application, and I cannot
- > find a work-around. Does anyone know whether the problem been
- > addressed in 5.0.2?

The problem is still apparent in IDL 5.0.2 on my Windows NT machine. Toggling the size in your example program after I move the scroll bars results in a draw widget that is about 1 pixel by 1 pixel. I'll add this to my IDL 5 Information page, which is currently under construction.

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.

David	
Cheers,	

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