
Subject: Scrolling text

Posted by [Kelly Dean](#) on Thu, 16 Dec 1999 08:00:00 GMT

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CIRA setup a monitor in their lobby to display the satellite imagery from GOES-E and GOES-W. They are using some of our web pages to do this.

I think I could make a better display with IDL. One of the items in the display would be scrolling the local forecast from our EMWIN ingest into a text widget. I now how to read the text file and parse out the Fort Collins forecast with IDL, but how would I get the text to slowly scroll through the forecast in a text widget?

Kelly

Subject: Re: Scrolling text

Posted by [Peter Mason](#) on Sat, 18 Dec 1999 08:00:00 GMT

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Peter Mason <menakkis@my-deja.com> wrote:

> (..without really thinking..)

Oops, sorry Kelly I really botched the DEVICE calls graphics scroll method there. I have appended a little test program that demonstrates this technique, in case you'd like to try it out. (It does the honours with a text file.) The scrolling speed will be affected by your computer's hardware and will go faster with 8-bit colour depth than 24-bit. If it scrolls too slowly you could try creating the main window with RETAIN=0 (always a speed-up) and/or knocking out the WAIT. I tried it with IDL's true-type fonts and, to my surprise, this slowed things down a lot on my P2/300 machine - there's a noticeable delay while each line is rendered with XYOUTS. But perhaps try this as well and see what you think.

Cheers

Peter Mason

```
; =====  
; A little program to demonstrate smooth text scrolling.  
; Peter Mason, Dec. 99  
; The one and only parameter is the filename of an ASCII  
; file - this file gets read and displayed.  
pro tscroll,tfile  
  if n_elements(tfile) eq 0 then tfile='tscroll.pro'  
  t=""  
  openr,u,tfile,/get_lun,err=e
```

```

if e ne 0 then return
gx=512L &gy=320L           ;main window size
ty=16L                     ;pixmap window height
window,0,xsiz=gx,ysiz=gy,retain=1 ;retain=0 for max speed
window,1,xsiz=gx,ysiz=ty,/pixmap ;room for 1 line of text
while not eof(u) do begin
  readf,u,t
  wset,1 &erase
  xyouts,0,3,t,/dev,font=0    ;render the next line
  wset,0
  for j=0L,ty-1L do begin    ;copy the text-line to
    device,copy=[0,0,gx,gy-1,0,1] ;the main window one
    device,copy=[0,ty-j-1,gx,1,0,0,1] ;pixel-line at a time
    ;wait,0.02
  endfor
  j=get_kbrd(0)
  if keyword_set(j) then goto,bye ;escape hatch
endwhile
bye:
  free_lun,u
  wdelete,1
  return
end

```

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