
Subject: Re: forcing scroll bars in widget_draw
Posted by [David Fanning](#) on Mon, 10 May 2004 19:26:11 GMT
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Benjamin Hornberger writes:

> is there a way to force scroll bars in a draw widget even if the draw
> size is smaller than or as big as the viewport (the scroll bar should be
> inactive then)? I would like to have that because eventually the size of
> the draw area will be increased, and if the scroll bars appear just
> then, the size of the base widget would change, which is kind of ugly.

Alas, this is out of our control, I'm afraid. :-(

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: forcing scroll bars in widget_draw
Posted by [btt](#) on Mon, 10 May 2004 20:09:30 GMT
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Benjamin Hornberger wrote:

> Hi all,
>
> is there a way to force scroll bars in a draw widget even if the draw
> size is smaller than or as big as the viewport (the scroll bar should be
> inactive then)? I would like to have that because eventually the size of
> the draw area will be increased, and if the scroll bars appear just
> then, the size of the base widget would change, which is kind of ugly.
>

Hi,

You can define a 'big' drawing canvas (see XSIZE and YSIZE keywords) with a 'small' viewing port (see X_SCROLL_SIZE and Y_SCROLL_SIZE keywords). It doesn't work to make the canvas equal to or smaller than the viewport (in fact, I think the canvas must be quite a bit larger than the viewport to get scroll bars.)

The following example defines the viewport size as the image size but

defines the drawing canvas as 3 times bigger than the image size. Note the call to WIDGET_CONTROL to change the coordinates of the viewport.

Ben

PRO ScrollTest

base = Widget_Base()

dim = [200,200]

img = BYTSCL(Hanning(Dim[0], dim[1]), top= 200B) + 55B

draw = Widget_Draw(base, \$

Retain = 2, \$

Xsize = dim[0] * 3, \$

Ysize = dim[1] * 3, \$

X_Scroll_Size = dim[0], \$

Y_Scroll_Size = dim[1])

Widget_Control, base, /realize

Widget_Control, draw, Set_Draw_View = [dim[0], dim[1]]

TV, img, dim[0], dim[1]

XMANAGER, 'ScrollTest', base

END

Subject: Re: forcing scroll bars in widget_draw

Posted by [David Fanning](#) on Mon, 10 May 2004 20:16:14 GMT

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Ben Tupper writes:

> It doesn't work to make the canvas equal to or smaller than
> the viewport (in fact, I think the canvas must be quite a bit larger
> than the viewport to get scroll bars.)

In my tests on Windows, just a single pixel larger than the viewport was required to keep scroll bars around.

Cheers,

David

--

David Fanning, Ph.D.

Subject: Re: forcing scroll bars in widget_draw

Posted by [btt](#) on Mon, 10 May 2004 20:29:48 GMT

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David Fanning wrote:

> Ben Tupper writes:

>

>

>> It doesn't work to make the canvas equal to or smaller than

>> the viewport (in fact, I think the canvas must be quite a bit larger

>> than the viewport to get scroll bars.)

>

>

> In my tests on Windows, just a single pixel larger than the

> viewport was required to keep scroll bars around.

>

Hi David,

Hmmph, not on MacOSX and I feel snookered. Did you try making the canvas and viewport the same size? I wonder if the other Benjamin could just use TVImage (etc) to center the small image on a viewport-sized canvas?

Cheers,

The other other Benjamin

Subject: Re: forcing scroll bars in widget_draw

Posted by [David Fanning](#) on Mon, 10 May 2004 21:12:06 GMT

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Ben Tupper writes:

> Hmmph, not on MacOSX and I feel snookered. Did you try making the

> canvas and viewport the same size?

Yep. Same size doesn't work. On Windows, the canvas must be **at least** one pixel larger than the viewport to retain scroll bars. Or else they just disappear! :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

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