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 View Forum Message <> Reply to Message

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 guite 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 MaxOSX 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 View Forum Message <> Reply to Message

Ben Tupper writes:

- > Hmmph, not on MaxOSX 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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