Subject: Re: Widget_Draw scrollebe but not scrollable ?? Posted by David Fanning on Thu, 12 May 2005 12:06:31 GMT

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Antonio Santiago writes:

- > is there a way to create a widget_draw that initialy hasn't set the
- > SCROLL and X_SCROLL_SIZE/Y_SCROLL_SIZE keywords and later I can modify
- > it to has it?

>

- > If I create a widget_draw without scrolling, then later when i changhe
- > its DRAW XSIZE all the widget growns.
- > If I create a widget with scrolling then later when change the size with
- > DRAW_XSIZE the result is ok but two spaces (left and bottom) are
- > reserved for the future scrollbars and this is a bit ugly.

>

- > Summarizing, I need (if possible) a way to create a scrollable
- > widget_draw that initiale dont show this two reserved zones for scrollbars.

This is not really possible. But sometimes there are tricks:

http://www.dfanning.com/widget_tips/draw_scroll.html

Cheers.

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Widget_Draw scrollebe but not scrollable ?? Posted by Antonio Santiago on Thu, 12 May 2005 12:34:52 GMT

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- >
- > This is not really possible. But sometimes there are tricks:
- > http://www.dfanning.com/widget_tips/draw_scroll.html
- > Cheers,
- >
- > David
- >

:(This technique don't resolve my problem because I can't destroy the original widget_draw.

Well, in my application, this means the user has the responsability to create the apropiate widget_draw with or without scrollbars from the beginning.

Subject: Re: Widget_Draw scrollebe but not scrollable ?? Posted by pulsifer@bigfoot.com on Tue, 17 May 2005 03:02:18 GMT View Forum Message <> Reply to Message

I ran into a similar problem a couple of months ago.

You can get pretty close by making the initial window scrollable, but by making the draw size a little smaller (approximately 4 pels on Mac OS X) so that the scroll bars don't show up. Later when you make the draw area bigger, the scroll bars appear. I had to play with it a while to get it to work and it never worked perfectly, but got pretty close.

Antonio Santiago wrote:

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>> This is not really possible. But sometimes there are tricks:
>> http://www.dfanning.com/widget_tips/draw_scroll.html
>> Cheers,
>> David
>> :( This technique don't resolve my problem because I can't destroy the
> original widget_draw.
```

> Well, in my application, this means the user has the responsability

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to
> create the apropiate widget_draw with or without scrollbars from the
> beginning.
>
 Thanks.
>
> --
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