Subject: Re: scroll problem with widget_text
Posted by ben.bighair on Wed, 07 Nov 2007 16:22:38 GMT

On Nov 7, 11:14 am, Jarret (whetsto...@gmail.com) wrote:
> I am using a text widget in IDL.
> When I write more lines of text to it than the y dimension can
> accomidate, I get a nice scroll bar. However, the widget will
> always display the top of the text. Is there any way to make the
> widget automatically scroll to the end when the value is set?
>

Hi,

Take a look at WIDGET_CONTROL and the SET_TEXT_TOP_LINE keyword.
Here's the online help for it...

SET_TEXT_TOP_LINE
This keyword applies to widgets created with the WIDGET_TEXT
function.
Set this keyword to the zero-based line number of the line to be
positioned on the topmost visible line in the text widget's viewport.
No horizontal scrolling is performed. Note that this is a line number,
not a character offset.

Cheers,
Ben

Subject: Re: scroll problem with widget_text
Posted by David Fanning on Wed, 07 Nov 2007 16:39:58 GMT

ben.bighair writes:

> Note that this is a line number, not a character offset.

Which is sort of *exactly* the problem with it. :-(

To get a new line, you have to type a CR, but most
users don't. They just type away, and then the line
scrolls automatically. It is *exceedingly* difficult
to handle this situation in a consistent way. I've
had to write my own "text breaking" code to be sure
I could find line numbers as the user typed.

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: scroll problem with widget_text
Posted by ben.bighair on Wed, 07 Nov 2007 17:01:14 GMT

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On Nov 7, 11:39 am, David Fanning <n...@dfanning.com> wrote:
> ben.bighair writes:
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> scrolls automatically. It is *exceedingly* difficult
> to handle this situation in a consistent way. I've
> had to write my own "text breaking" code to be sure
> I could find line numbers as the user typed.
>

Oh. I just hate it when users get involved. It really screws up
perfectly good software.

This is pretty revealing though. I have lots of code that allow users
to take notes - I never
bump into this problem when I use the stuff because I tend to be a
little note-taker. This goes to show you that probably nobody uses my
code. Uhoh, this could be bad for the ol' self-esteem.

Let's not think about that.

Cheers,
Ben