
Subject: Re: APP_SCROLL Keyword to Widget_Draw
Posted by [Robbie](#) on Tue, 12 May 2009 00:21:11 GMT
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I have a coloured widget list I created using Object Graphics and /
APP_SCROLL

[http://nma.cvs.sourceforge.net/viewvc/nma/nma/widgets/nmaabs
tractselect__define.pro?revision=1.1&view=markup](http://nma.cvs.sourceforge.net/viewvc/nma/nma/widgets/nmaabs
tractselect__define.pro?revision=1.1&view=markup)

If you want to see working code then you'll need to download the
source using CVS

http://sourceforge.net/scm/?type=cvs&group_id=208852

Try putting the code into your IDL path and then run the following
commands

```
.run nmadefaultselect__define.pro  
NMADEFAULTSELECT_TEST4
```

Robbie

On May 12, 9:20 am, David Fanning <n...@dfanning.com> wrote:

```
> Folks,  
>  
> Has anyone successful written an application using a draw  
> widget with the APP_SCROLL keyword set? An example program,  
> Draw_App_Scroll, is supplied with IDL, but the initial  
> image used in the example starts out in the wrong  
> location in the window, and if I use a "real" image,  
> rather than the toy image in the example, what shows up  
> in the window when I move the scroll bars is anyone's  
> guess.  
>  
> I'm looking for ways to cut down the amount  
> of memory I am using when displaying large images,  
> but I'm beginning to think this isn't it. :-(  
>  
> Thanks,
```

```
>  
> David  
> --
```

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