
Subject: APP_SCROLL Keyword to Widget_Draw
Posted by [David Fanning](#) on Mon, 11 May 2009 23:20:00 GMT
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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

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