
Subject: Re: Draw Widget Object Graphics Scrolling, Confused

Posted by [David Fanning](#) on Tue, 03 Aug 2010 20:09:45 GMT

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j.coenia@gmail.com writes:

- > If RETAIN is 0 or 1, the view only redraws itself *after* I release
- > the scrollbars, so I can't really interactively scroll through my
- > object graphics. While I'm dragging, until I release, the viewport
- > goes almost all white, so I can't see where I am scrolling.

Is this because you are not getting events in your event handler (seems doubtful) or because you are not updating the scene in your event handler when you get a motion event?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: Draw Widget Object Graphics Scrolling, Confused

Posted by j.coenia@gmail.com on Mon, 09 Aug 2010 18:04:07 GMT

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- > Is this because you are not getting events in your event
- > handler (seems doubtful) or because you are not updating the
- > scene in your event handler when you get a motion event?

There are no events generated at all while scrolling (?), only when the scrollbars are released (IDL 7.1, Windows 7 32). If there is some switch I'm missing to turn on scrolling events so I could redraw, that would solve my problem.

Thanks!
