
Subject: Scrolling text in a widget_label

Posted by [Russell\[1\]](#) on Thu, 01 Dec 2011 19:55:18 GMT

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So I have a large GUI I've been working on, and there are several widget_labels all over the place. The xsizes of these regions are fixed, but the text that can populate them is to be decided by the User. In general, the text will be much longer than the widget_label can accommodate, so I thought it would be helpful to add some type of scrolling to the text inside a widget_label. My hope was that when the User places the mouse over the widget_label that the text beneath it would scroll. I can use /tracking_events to tell when the mouse enters or leaves the widget_label, but I don't know how to interrupt the event loop, something like:

```
while event.enter eq 1 do begin
  scroll_text,event.id
endwhile
```

because as this while loop begins, it never exits back to the main event handler to even know if the mouse leaves or not. My gut tells me I need widget_event, but I can't really see how to make that happen....

Any advice?

Russell

Subject: Re: Scrolling text in a widget_label

Posted by [David Fanning](#) on Fri, 09 Dec 2011 21:16:45 GMT

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Russell writes:

```
> I wonder if I can make this a compound widget? with it's own event
> handler.... hmmm...
```

An object, Russell. A compound widget object. Take the next two steps now!! :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
