On Thu, 12 Sep 1996, Ulrich Steinbrecher wrote:
> I need the Position of the scrollbars, or the upper_left, lower_right
> Coordinates of the scroll_image.
> I found the "WIDGET_EVENT with a TYPE :3" means Viewport Moved, but the
> Region of the Viewport is not returned
> And i want to position the scollbars from an event, i.e.
> horizontal_start, vertical_start.

Check out the DRAW_VIEWPORT_EVENTS, GET_DRAW_VIEW and SET_DRAW_VIEW
keywords
in the online help for WIDGET_CONTROL.   (Also VIEWPORT_EVENTS in WIDGET_DRAW.)
You should be able to accomplish what you want with these.   In brief:

. Create the draw widget with dwid=WIDGET_DRAW(/VIEWPORT_EVENTS,...), or
  alternatively, zap it with WIDGET_CONTROL,dwid,/DRAW_VIEWPORT_EVENTS once
  it has been created.   Then your event handler will receive events when the
  user fiddles with a viewport slider.   As you've seen, you can distinguish
  such events from cursor movement and mouse click events by the TYPE field
  in the event variable which is passed to your event handler.
  e.g., IF (event.TYPE EQ 3) THEN (handle the viewport event).

. You can get the viewport position from:
  WIDGET_CONTROL,dwid,GET_DRAW_VIEW=viewxy (where dwid is the widget ID of
  your draw widget).   The bottom left position is [0,0].
  Normally you'd do this on receiving a viewport event, but you can do it
  anytime.

. If you want to set the viewport of a draw widget (e.g., to sync it with
  another of the same size), use:
  WIDGET_CONTROL,dwid,SET_DRAW_VIEW=newviewxy
  where "newviewxy" is a 2-element integer array giving the new bottom-left
  position for the viewport.

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