Subject: Scroll bars in scalable draw widgets
Posted by Anders Johannesson on Wed, 20 May 1998 07:00:00 GMT
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I'm looking for a way to work with a scalable draw_widget
so that I can add scroll bars whenever the user scales the
widget to something smaller than the image. In this application
I don't want to scale the image.

 I know that you
can set scroll keywords while defining the draw_widget, but I
cannot find any way of changing this with widget_control
in the event handler modules.

Anders Johannesson

Subject: Re: Scroll bars in scalable draw widgets
Posted by davidf on Wed, 27 May 1998 07:00:00 GMT
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David Foster (foster@bial1.ucsd.edu) writes:

> Anders Johannesson wrote:
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>
> If I *really* wanted this feature, I think I would do something
> similar to what David Fanning suggests, except that I would make
> the draw widget a separate popup that can be recreated with or
> without scrollbars when the scaling is changed. That is, whenever
> the user rescales the window such that scrollbars should appear/
> disappear, the entire widget heirarchy for the popup draw widget
> could be destroyed and recreated.
>
> If the draw widget must be integrated within your application
> widget, then you will probably have to live with IDL's default
> behavior (either scrolls all the time or up to a given window size).

Good suggestion, and what I would have recommended, too.
But I checked with RSI about destroying and recreating
widget sub-hierarchies and they gave me a qualified OK.
I'm still a little uncomfortable with it (years of listening
to myself teach, I guess), but it sure worked in this

case and I guess I'm willing to try it again if and when
it makes sense. :-)

Cheers,

David

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

Subject: Re: Scroll bars in scalable draw widgets
Posted by David Foster on Wed, 27 May 1998 07:00:00 GMT
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Anders Johannesson wrote:
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Hope this helps.

Dave
--

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