Subject: GET_DRAW_VIEW question Posted by Daniel Peduzzi on Fri, 02 Jul 1999 07:00:00 GMT View Forum Message <> Reply to Message

I'm interested in retrieving the viewport position for a scrolling draw widget via the GET_DRAW_VIEW keyword to WIDGET_CONTROL. This seems to work well for the case when the viewport size equals the size of the draw widget (in which case, I don't need the widget to be scrollable.) But for all other cases when the viewport size is smaller than the actual widget size, I get the same non-zero offset of 19 (on an Ultrabook.)

The code below illustrates what I'm seeing. Since GET_DRAW_VIEW returns the "X and Y position relative to the lower left corner of the graphics area", I'm converting the Y value so that it is relative to the top of the draw widget. (I also enabled button events so I had a way to invoke the "scroll event" procedure for the window with no scroll bars.)

```
pro scroll_event, event
 widget_control, event.id, get_draw_view=view
 g = widget info(event.id,/geometry)
 view[1] = g.draw_ysize - view[1] - g.ysize
 print, view
end
device, true_color=24, decomposed=0
x = 300
scroll x = 300
v = 200
scroll y = 200
; Create a draw widget where the viewport size equals the actual size
drawbase1 = widget_base(title='Viewport = Size')
drawwin1 = widget draw(drawbase1, /viewport events, xsize=x, ysize=y, $
             x_scroll_size=scroll_x, y_scroll_size=scroll_y, $
             event pro='scroll event', /button events)
; Now create a draw widget where the viewport size is LESS than the actual size
scroll y = 100
drawbase2 = widget_base(title='Viewport < Size')
drawwin2 = widget_draw(drawbase2, /viewport_events, xsize=x, ysize=y, $
             x_scroll_size=scroll_x, y_scroll_size=scroll_y, $
             event_pro='scroll_event', /button_events)
widget control, drawbase1, /realize
widget control, drawbase2, /realize
```

xmanager, 'window_1', drawbase1, /no_block xmanager, 'window_2', drawbase2, /no_block

end

Clicking in the first window yields a viewport position of (0,0) as expected. However, moving the scroll bar of the second window to its topmost position consistently yields a (0, 19).

Does anyone know why this is the case? Should I simply compensate for this offset by subtracting 19 from the y position? I'm concerned that this value may be different on other systems.

Any help is appreciated!

Dan Peduzzi peduzzi@mediaone.net

Subject: Re: GET_DRAW_VIEW question Posted by davidf on Mon, 05 Jul 1999 07:00:00 GMT

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Daniel Peduzzi (peduzzi@mediaone.net) writes:

- > I'm interested in retrieving the viewport position for a scrolling
- > draw widget via the GET_DRAW_VIEW keyword to WIDGET_CONTROL.
- > This seems to work well for the case when the viewport size equals
- > the size of the draw widget (in which case, I don't need the widget
- > to be scrollable.) But for all other cases when the viewport size
- > is smaller than the actual widget size, I get the same non-zero offset
- > of 19 (on an Ultrabook.)

>

- > Does anyone know why this is the case? Should I simply compensate for this
- > offset by subtracting 19 from the y position? I'm concerned that this value
- > may be different on other systems.

Well, it is definitely different on different machines. I get an offset of 13 on my Windows NT machine. But I don't really understand why. Could you please let us know if you find out?

Thanks.

David

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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