



Normal viewport



Small viewport



The problem is that the normal viewport does scroll like normal, but when I try to scroll inside the small viewport it doesn't work

Code for that menu:

```
screen storymenu():
    tag menu

    use game_menu(_("Story"), scroll="viewport"):

        vbox:

            style_prefix "storymenu"

            xalign 0.5
            #xoffset 100
            spacing 60

            textbutton _("Tutorial") action Start("tutorial"):
                style_prefix "storymenuneutral"
                xoffset -20

            textbutton _("Current Episode"):
                xoffset -20

            if persistent.currentepisodelocked == False:
                style_prefix "storymenuneutral"
                action NullAction()
            elif persistent.currentepisodelocked == True:
                style_prefix "storymenulocked"
                action NullAction()

            textbutton _("Episode 1") action Start("likenapple_stolen"):
                style_prefix "storymenuneutral"
                xoffset -20

        frame:

            if storycharacterviewport == True:
                at storyopenframe_transform
            elif storycharacterviewport == False:
                at storycloseframe_transform
            else:
                ysize 263
```

```

add Image("gui/button/storymenu/bgbrown.png"):
    yoffset 207
    xoffset 100
    if storycharacterviewport == True:
        at storyopenbg_transform
    elif storycharacterviewport == False:
        at storyclosebg_transform
    else:
        ysize 0

viewport:
    yinitial 0.0
    yoffset 222
    xoffset 14
    xsize 850
    if storycharacterviewport == True:
        at storyopen_transform
    elif storycharacterviewport == False:
        at storyclose_transform
    else:
        ysize 0
    xalign 0.5
    mousewheel True
    draggable True
    pagekeys True

    side_yfilll True

vbox:
    spacing 40

    button:
        text _("Episode 2"):
            style_prefix "storymenucharacter"

            if persistent.episode2characterlocked == 2:
                style_prefix "storymenucharacter"
                action Start("likenapple_stolen")
            elif persistent.episode2characterlocked == 1:
                style_prefix "storymenucharacter"
                add Image("gui/button/storymenu/lockopen.png"):
                    yalign 0.5

```

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        action Start("likenapple_stolen")
    elif persistent.episode2characterlocked == 0:
        style_prefix "storymenucharacterlocked"
        add
Image("gui/button/storymenu/lockclosed.png"):
    yalign 0.5
    action NullAction()

button:

    text _("Episode 3"):
        style_prefix "storymenucharacter"

        if persistent.episode3characterlocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode3characterlocked == 1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode3characterlocked == 0:
            style_prefix "storymenucharacterlocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
    yalign 0.5
    action NullAction()

    text _("Friendship")

button:

    text _("Episode 4"):
        style_prefix "storymenucharacter"

        if persistent.episode4characterfriendlocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode4characterfriendlocked == 1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")

```

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        elif persistent.episode4characterfriendlocked == 0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

button:

    text _("Episode 5"):
        style_prefix "storymenucharacter"

        if persistent.episode5characterfriendlocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode5characterfriendlocked == 1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode5characterfriendlocked == 0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

button:

    text _("Episode 6"):
        style_prefix "storymenucharacter"

        if persistent.episode6characterfriendlocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode6characterfriendlocked == 1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode6characterfriendlocked == 0:
            style_prefix "storymenucharaclocked"

```

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        add
Image("gui/button/storymenu/lockclosed.png"):
    yalign 0.5
    action NullAction()

button:

    text _("Episode 7"):
        style_prefix "storymenucharacter"

        if persistent.episode7characterfriendlocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode7characterfriendlocked == 1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode7characterfriendlocked == 0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
    yalign 0.5
    action NullAction()

button:

    text _("Episode 8"):
        style_prefix "storymenucharacter"

        if persistent.episode8characterfriendlocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode8characterfriendlocked == 1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode8characterfriendlocked == 0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):

```

```

        yalign 0.5
        action NullAction()

text _("Romance")

button:
    text _("Episode 4"):
        style_prefix "storymenucharacter"

        if persistent.episode4characterromancelocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode4characterromancelocked ==
1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode4characterromancelocked ==
0:
            style_prefix "storymenucharacterlocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

button:

    text _("Episode 5"):
        style_prefix "storymenucharacter"

        if persistent.episode5characterromancelocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode5characterromancelocked ==
1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")

```

```

        elif persistent.episode5characterromancelocked ==
0:
            style_prefix "storymenucharacterlocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

        button:
            text _("Episode 6"):
                style_prefix "storymenucharacter"

            if persistent.episode6characterromancelocked == 2:
                style_prefix "storymenucharacter"
                action Start("likenapple_stolen")
            elif persistent.episode6characterromancelocked ==
1:
                style_prefix "storymenucharacter"
                add Image("gui/button/storymenu/lockopen.png"):
                    yalign 0.5
                action Start("likenapple_stolen")
            elif persistent.episode6characterromancelocked ==
0:
                style_prefix "storymenucharacterlocked"
                add
Image("gui/button/storymenu/lockclosed.png"):
                yalign 0.5
                action NullAction()

        button:
            text _("Episode 7"):
                style_prefix "storymenucharacter"

            if persistent.episode7characterromancelocked == 2:
                style_prefix "storymenucharacter"
                action Start("likenapple_stolen")
            elif persistent.episode7characterromancelocked ==
1:
                style_prefix "storymenucharacter"
                add Image("gui/button/storymenu/lockopen.png"):
                    yalign 0.5

```

```

        action Start("likenapple_stolen")
        elif persistent.episode7characterromancelocked ==
0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

        button:

            text _("Episode 8"):
                style_prefix "storymenucharacter"

            if persistent.episode8characterromancelocked == 2:
                style_prefix "storymenucharacter"
                action Start("likenapple_stolen")
            elif persistent.episode8characterromancelocked ==
1:
                style_prefix "storymenucharacter"
                add Image("gui/button/storymenu/lockopen.png"):
                    yalign 0.5
                    action Start("likenapple_stolen")
            elif persistent.episode8characterromancelocked ==
0:
                style_prefix "storymenucharaclocked"
                add
Image("gui/button/storymenu/lockclosed.png"):
                yalign 0.5
                action NullAction()

        text _("Anarchy")

        button:
            text _("Episode 4"):
                style_prefix "storymenucharacter"

            if persistent.episode4characteranarchylocked == 2:
                style_prefix "storymenucharacter"
                action Start("likenapple_stolen")

```

```

elif persistent.episode4characteranarchylocked ==
1:
    style_prefix "storymenucharacter"
    add Image("gui/button/storymenu/lockopen.png"):
        yalign 0.5
    action Start("likenapple_stolen")
elif persistent.episode4characteranarchylocked ==
0:
    style_prefix "storymenucharaclocked"
    add
Image("gui/button/storymenu/lockclosed.png"):
    yalign 0.5
    action NullAction()

button:

    text _("Episode 5"):
        style_prefix "storymenucharacter"

    if persistent.episode5characteranarchylocked == 2:
        style_prefix "storymenucharacter"
        action Start("likenapple_stolen")
    elif persistent.episode5characteranarchylocked ==
1:
        style_prefix "storymenucharacter"
        add Image("gui/button/storymenu/lockopen.png"):
            yalign 0.5
        action Start("likenapple_stolen")
    elif persistent.episode5characteranarchylocked ==
0:
        style_prefix "storymenucharaclocked"
        add
Image("gui/button/storymenu/lockclosed.png"):
    yalign 0.5
    action NullAction()

button:

    text _("Episode 6"):
        style_prefix "storymenucharacter"

    if persistent.episode6characteranarchylocked == 2:
        style_prefix "storymenucharacter"

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        action Start("likenapple_stolen")
        elif persistent.episode6characteranarchylocked ==
1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode6characteranarchylocked ==
0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

    button:

        text _("Episode 7"):
            style_prefix "storymenucharacter"

        if persistent.episode7characteranarchylocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode7characteranarchylocked ==
1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode7characteranarchylocked ==
0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
            yalign 0.5
            action NullAction()

    button:

        text _("Episode 8"):
            style_prefix "storymenucharacter"

```

```

        if persistent.episode8characteranarchylocked == 2:
            style_prefix "storymenucharacter"
            action Start("likenapple_stolen")
        elif persistent.episode8characteranarchylocked ==
1:
            style_prefix "storymenucharacter"
            add Image("gui/button/storymenu/lockopen.png"):
                yalign 0.5
            action Start("likenapple_stolen")
        elif persistent.episode8characteranarchylocked ==
0:
            style_prefix "storymenucharaclocked"
            add
Image("gui/button/storymenu/lockclosed.png"):
                yalign 0.5
            action NullAction()

        transclude

    button:
        xsize 938
        ysize 263

        add Image("gui/button/storymenu/gangbutton_character.png")
        text _("character"):
            style_prefix "storyname"
            xoffset 270
            yoffset 100

        action ToggleVariable("storycharacterviewport")

frame: ...

frame: ...

```