
Subject: Re: ProgressIndicator in StatusBar
Posted by [mezise](#) on Mon, 18 Jun 2007 17:10:15 GMT
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unodgs wrote on Mon, 18 June 2007 15:43
StatusBar sb;
ProgressIndicator pi;
sb.Add(pi.LeftPos(5, 200).HSizePos());

In U++ you can add any control to any control using Ctrl interface.
This code does not work for me too. It would be great to be feasible this way.

Working solutions are:

1. InfoCtrl with its own Display
2. and simpler use of ProgressInfo:

```
progressInfo.Info(status);
```

Slightly modified reference/SliderProgressInd using ProgressInfo:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : TopWindow {
    ProgressIndicator progress;
    SliderCtrl      slider;
    Label          text;
    StatusBar      status; // --- added ---
    ProgressInfo    progressInfo; // --- added ---

    void Slider() {
        progress.Set(~slider, 100);
        progressInfo.Set(~slider, 100); // --- added ---
        text = "\1[C6*/@b " + AsString(~slider);
    }

    typedef App CLASSNAME;

    App() {
        Add(slider.BottomPosZ(5, 30).HSizePos(10, 10));
        Add(progress.VSizePos(10, 40).HCenterPos(40));

        AddFrame(status); // --- added ---
        //status.Add(progress); // --- added --- DOES NOT WORK!
        progressInfo.Info(status); // --- added --- WORKS!

        Add(text.LeftPos(5, 200).TopPos(5, 40));
```

```
slider <=< THISBACK(Slider);  
slider.Range(100);  
slider <=< 50;  
Slider();  
Sizeable().Zoomable();  
}  
};
```

```
GUI_APP_MAIN  
{  
    App().Run();  
}
```

Michal
