
Subject: Re: ProgressIndicator in ArrayCtrl
Posted by [malya](#) on Mon, 05 Nov 2007 08:41:39 GMT
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This is my code:

```
#ifndef _TestProgress_TestProgress_h
#define _TestProgress_TestProgress_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <TestProgress/TestProgress.lay>
#include <CtrlCore/lay.h>

class TestProgress : public WithTestProgressLayout<TopWindow> {
public:
    typedef TestProgress CLASSNAME;
    TestProgress();
    void StartProgress();
    ProgressIndicator pr;
};

#endif

//*****
.cpp *
//*****

#include "TestProgress.h"

TestProgress::TestProgress()
{
    CtrlLayoutOK(*this, "TestProgress");
    btStartProgress.WhenAction = THISBACK(StartProgress);
    list.AddColumn("Progress", 100);
    list.Insert(0);
    list.SetCtrl(0, 0, pr);
    pr.Set(0, 100000);
    pr.Percent();
}

void TestProgress::StartProgress()
{
```

```
for (int i = 0; i < 100000; i++)  
{  
    pr.Set(i);  
    ProcessEvents();  
}  
}
```

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

Image:

Thats all. Progress does not show percent.
And Progress does not move after push Button Start.

Thanks!

File Attachments

1) [TestProgress.jpg](#), downloaded 1189 times
