Subject: Skinning Scrollbar thumb
Posted by bushman on Tue, 16 Feb 2010 01:47:35 GMT
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I've successfully skinned the scrollbar thumb with images using the vthumb and the hthumb arrays, like in

```
ScrollBar::Style scrollstyle = ScrollBar::StyleDefault();
...
scrollstyle.vthumb[0] = Images::VThumbImage0;
scrollstyle.vthumb[1] = Images::VThumbImage1;
...
scrollstyle.hthumb[0] = Images::HThumbImage0;
scrollstyle.hthumb[1] = Images::HThumbImage1;
...
myctrl.SetScrollBarStyle(scrollstyle);
```

However, if the thumb button length increases inside the scroll bar (so as to cope with some less scrollable space in the view field of a ctrl, for example, due to data being removed from the ctrl), the thumb image stretches (resizes) to match the new thumb length, which in turn distorts the image and therefore ruins the skinning result.

You see my point?

My question is: Is there a workaround? I see that Windows does it wonderfully if the original default style ScrollBar::StyleDefault() is kept. How do you manage that? I mean, the three little thumb button grooves in Windows' scroll bars remain undistorted as the thumb size varies.

Help appreciated...many thanks in advance.