
Subject: Limits check in Meter code

Posted by [jerson](#) on Sun, 12 Sep 2010 01:33:29 GMT

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I had to make the following changes in Controls4u.cpp Meter code. I am limiting the meter values, otherwise meter does awful things when it is set to values outside its Min/Max range.

```
void Meter::SetData(const Value& v) {
    double val = v;
    if (val > max) val = max;
    if (val < min) val = min;
#ifdef _MULTITHREADED
    if (running) { // Stop movement before changing value
        AtomicInc(kill);
        while (running)
            Sleep(10);
        AtomicDec(kill);
    }
    AtomicInc(running);
    Thread().Run(callback2(MeterThread, this, val));
#else
    value = val;
    RefreshValue();
#endif
}
```

Regards
Jerson
