
Subject: Re: Slider with thermometer like scale
Posted by [jibe](#) on Fri, 13 May 2011 08:22:26 GMT
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Hi,

Yes, it's weird... This works well :

```
JBControlsTest.h :  
#ifndef _JBControlsTest_JBControlsTest_h  
#define _JBControlsTest_JBControlsTest_h  
  
#include <CtrlLib/CtrlLib.h>  
#include <Controls4U/Controls4U.h>  
#include <JBControls/SliderCtrlX.h>  
  
using namespace Upp;  
  
class JBControlsTest : public TopWindow {  
public:  
    typedef JBControlsTest CLASSNAME;  
    JBControlsTest();  
  
    SliderCtrlX slider;  
};  
  
#endif  
JBControlsTest.cpp :  
#include "JBControlsTest.h"  
  
JBControlsTest::JBControlsTest()  
{  
    Add(slider.FillColor(Color(255, 85, 0)).SetThickness(3).SetThumbType(4).LeftPosZ(63,  
330).TopPosZ(220, 52));  
    slider.Jump(true);  
}  
  
GUI_APP_MAIN  
{  
    JBControlsTest().Run();  
}
```

Just move "Jump", and you get an "Invalid memory access" at run time...
#include "JBControlsTest.h"

```
JBControlsTest::JBControlsTest()  
{
```

```
Add(slider.FillColor(Color(255, 85,
0)).SetThickness(3).SetThumbType(4).Jump(true).LeftPosZ(63, 330).TopPosZ(220, 52));
}

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

Part of SliderCtrlX.h :

```
...
private:
...
    bool    m_bJump; // Jumps directly to mouse pos if click on the scale
...
public:
...
    SliderCtrlX& Jump(bool v = false) { m_bJump = v; }
...
```

Part of SliderCtrlX.cpp :

```
...
SliderCtrlX::SliderCtrlX()
: m_nMin(0)
, m_nMax(100)
, m_bInverted(false)
, m_nStep(1)
, m_bRound_step(false)
, m_bJump(false)
, m_bUseCustomThumbs( 0 )
, m_nMajorTicks( 10 )
, m_nMinorTicks( 2 )
, m_nMajorTickSize( 30 )
, m_nMinorTickSize( 20 )
, m_nTickPosition( TOP )
, m_nThickness( 2 )
, m_nSliderType( 0 )
, m_nThumbNumber( 1 )
{
...
}
...
void SliderCtrlX::LeftDown(Point pos, dword keyflags)
{
...
    else if( m_bJump )
{
```

```
m_vValues[0] = ClientToSlider(p);
WhenSlideFinish();
UpdateActionRefresh();
}
...
}
```

... I don't understand...