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Subject: Re: List of custom controls, how?  
Posted by [crydev](#) on Thu, 08 Nov 2012 08:29:43 GMT  
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Thanks a lot Honza! Your example made sense to me. I implemented it in my application the following way:

```
// Initialization of the scrollbar frame.
```

```
mScrollBar.Vert().AutoHide();  
mScrollBar.WhenScroll = THISBACK(ScrollImdbResults);  
mImdbSearchResults.AddFrame(mScrollBar);
```

Code populating the ParentCtrl with controls.

```
mImdbCtrls.Clear();  
ImdbManager im;  
im.ImdbSearch(SEARCHMODE_KEYWORD, mMovieList.Get(row, 0));  
auto tmpRes = im.GetValues();  
for (int i = 0; i < /*tmpRes.GetCount()*/20; i++)  
{  
    ImdbSearchResult *m = new ImdbSearchResult(); // This is weird! I had it a struct with a default  
    constructor but that  
                                                    // kept giving me an error about not having a 'copy constructor'. I  
    still  
                                                    // don't know why this notation is not resulting in a memory leak.  
    m->SetValues(CtrlImg::save(), tmpRes[i].cTitle, tmpRes[i].cUrl);  
    mImdbCtrls.Add(m); // Array<ImdbSearchResult> mImdbCtrls;  
    mImdbSearchResults.Add(mImdbCtrls[i].HSizePos().TopPos(IMDBCTRLHEIGHT * i,  
IMDBCTRLHEIGHT)); // ParentCtrl mImdbSearchResults;  
}  
mScrollBar.SetTotal(mImdbCtrls.GetCount() * IMDBCTRLHEIGHT); // const int  
IMDBCTRLHEIGHT = 60;
```

The scroll event function

```
void MovieManager::ScrollImdbResults()  
{  
    int pos = mScrollBar.Get();  
    for (int i = 0; i < mImdbCtrls.GetCount(); i++)  
    {  
        mImdbCtrls[i].TopPos(IMDBCTRLHEIGHT * i - pos, IMDBCTRLHEIGHT);  
    }  
}
```

The Key function

```
bool MovieManager::Key(dword key, int)
{
    return mScrollBar.VertKey(key);
}
```

The Layout function

```
void MovieManager::Layout()
{
    mScrollBar.SetPage(GetSize().cy);
}
```

There still is one thing that doesn't work that I would like to work. Using the mouse scrollwheel to scroll though the objects is not working. My guess is that this should be implemented in the Key(dword key, int) function. Is there maybe a builtin property or function to handle this? And which keys are being handled by the Key(dword key, int) function?

Thank you!

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