
Subject: Re: Use slider from layout designer?

Posted by [victorb](#) on Tue, 13 Mar 2007 22:02:22 GMT

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Here is an update of CtrlLib.usc for SliderCtrl

```
ctrl SliderCtrl {
    group "Progress";

    GetMinSize() { sz = GetTextSize("X"); sz.cy += 2; return sz; }
    GetStdSize() { sz = GetMinSize(); sz.cx *= 7; return sz; }

    Frame SetFrame @1;

    Paint(w) {
        r = GetRect();

        sz = Size(r.right - r.left, r.bottom - r.top);

        if (sz.cx < sz.cy) {
            halfX = sz.cx >> 1;
            halfY = sz.cy >> 1;
            DrawInsetFrame(w, Rect(halfX - 2, 2, halfX + 2, sz.cy - 2));
            imgSz = GetImageSize("CtrlImg::vthumb");
            w.DrawImage(halfX - (imgSz.cx >> 1), halfY - (imgSz.cy >> 1), "CtrlImg::vthumb");
        } else {
            halfX = sz.cx >> 1;
            halfY = sz.cy >> 1;
            DrawInsetFrame(w, Rect(2, halfY - 2, sz.cx - 2, halfY + 2));
            imgSz = GetImageSize("CtrlImg::hthumb");
            w.DrawImage(halfX - (imgSz.cx >> 1), halfY - (imgSz.cy >> 1), "CtrlImg::hthumb");
        }
    }
}
```

Could someone please add it to the main code tree ?

Thanks,
Victor
