
Subject: Re: Use slider from layout designer?

Posted by [victorb](#) on Tue, 13 Mar 2007 23:17:29 GMT

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Please discard my previous message... The following code now works with Ctrl frames. I have also included a "basic" ProgressIndicator. They should be ready for integration in the main branch.

```
ctrl SliderCtrl {
    group "Progress";

    GetMinSize() { return Size(0, 0); }
    GetStdSize() { return Size(64, 24); }

    Frame SetFrame @1;

    Paint(w) {
        r = GetRect();
        DrawCtrlFrame(w, r, .SetFrame);

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

        halfX = int(r.left + r.right) >> 1;
        halfY = int(r.top + r.bottom) >> 1;

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

```
ctrl ProgressIndicator {
    group "Progress";

    GetMinSize() { return Size(0, 0); }
    GetStdSize() { return Size(64, 24); }

    Frame SetFrame @1;

    Paint(w) {
        r = GetRect();
```

```
DrawCtrlFrame(w, r, .SetFrame);
DrawInsetFrame(w, r);

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

w.DrawRect(r.left, r.top, sz.cx, sz.cy, :SBlack);
DeflateRect(r);
sz = Size(r.right - r.left, r.bottom - r.top);
w.DrawRect(r.left, r.top, sz.cx, sz.cy, :SWhite);

if(sz.cx > sz.cy) {
    w.DrawRect(r.left, r.top, sz.cx >> 2, sz.cy, :SLtGreen);
}
else {
    w.DrawRect(r.left, r.bottom - (sz.cy >> 2), sz.cx, sz.cy >> 2, :SLtGreen);
}
}
}
```

Writting usc is very easy... when you understand how to deal with frames
