
Subject: "ScrollArea"...

Posted by [fudadmin](#) on Wed, 08 Feb 2006 06:15:29 GMT

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I haven't found ScrollArea control in U++, so I started playing...

```
#include <CtrlLib/CtrlLib.h>

struct App : TopWindow {
    StaticRect    view, work;
    Array<Button> obj;
    SliderCtrl    slider;
    Label         text;
    //change count to change work area width
    static int const count = 100;
    static int const elw = 40;
    static int const vw=500;
    static int const ww = count*elw+50;
    static int const wh = 290;

    void Slider() {
        work.SetRectX(~slider,ww);
        text = "\1[C6*/@b " + AsString(~slider);
    }

    typedef App CLASSNAME;

    App() {
        view.SetRect(30,30,vw,300);
        view.Color(SBlack);
        work.SetRect(0,0,ww,wh);
        work.Color(SRed);
        view.Add(work);
        Add(view);
        for(int i=0;i<=count;i++){
            obj.Add(); obj[i].SetRect(5+i*elw,20,30,20);
            obj[i].SetLabel(AsString(i));
            work.Add(obj[i]);
        }

        Add(slider.BottomPosZ(5, 30).HSizePos(300, 300));
        Add(text.LeftPos(5, 200).TopPos(5, 40));
        slider <<= THISBACK(Slider);
        slider.MinMax(-ww+5, vw-5);
        slider <<= 50;
        Slider();
        Sizeable().Zoomable();
    }
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{  
  App().Title("ScrollArea -v0.1").Run();  
}
```
