
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();  
}
```
