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Subject: AutoScroller package update  
Posted by [warchef](#) on Fri, 16 Oct 2020 08:51:11 GMT  
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Hello,

i did a patch which eliminates compile error in this package (include error).

Sincerely,  
warchef

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### File Attachments

1) [AutoScrollerHeader.patch](#), downloaded 180 times

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Subject: Re: AutoScroller package update  
Posted by [Klugier](#) on Fri, 16 Oct 2020 09:04:47 GMT  
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Hello Warchef,

Could you check latest nightly version. Some time ago I pushed similar changes into trunk. I am also glad you post your solution to the problem here. It means a lot in context of U++ development. Thanks!

Klugier

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Subject: Re: AutoScroller package update  
Posted by [warchef](#) on Mon, 02 Nov 2020 10:42:05 GMT  
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Hello Klugier,

thanks, works perfectly!

Sincerely,  
warchef

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Subject: Re: AutoScroller package update  
Posted by [Didier](#) on Thu, 18 Feb 2021 17:41:19 GMT  
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Hello,

Maybe this package could make it into Uppsrc:

It's very simple and very usefull :)

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Subject: Re: AutoScroller package update  
Posted by [Klugier](#) on Sun, 21 Feb 2021 00:49:13 GMT  
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Hello Dider,

I created AutoScroller UppHub package that basses on the bazaar implementation. It should be available when my PR will be accepted.

Als I added some improvements to the implementation:

- AutoScroller is no longer template class it inherits from ParentCtrl directly. This is breaking API change, but it is good time to do it.
- Added Layout designer integration. You could directly place AutoScroller in the layout (under Special controls category)
- Layout under AutoScroller can be scrolled with mouse wheel
- Fixed problem with scrolling, now the scrolling resolution is set correctly.
- Some code cleanup

Please test when package will be available on UppHub and let me know what is your opinion.

Klugier

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Subject: Re: AutoScroller package update  
Posted by [Oblivion](#) on Sun, 21 Feb 2021 10:33:56 GMT  
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Hello Klugier,

Quote:Please test when package will be available on UppHub and let me know what is your opinion.

It works very well, thanks to you and Kohalt00.

Since it is time you've already slightly broken the API, is it possible and feasible to rename it to AutoScrollerCtrl and keep the old name as an alias with a warning that the alias will be removed with upp 2021.2 (as I did in TerminalCtrl)?

This suggestion is to keep consistency but it it of course up to you and its users.

Best regards,  
Oblivion

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Subject: Re: AutoScroller package update  
Posted by [Didier](#) on Sun, 21 Feb 2021 18:47:38 GMT  
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Hello Klugier,

Thank you :)

Well a github package is OK but since this is kind of basic fonctionnality which many can need, I think it should rather be directly in Uppsrc

Thank's for the layout file (I would have done one anyway and I might contribute a more complex drawing : draw the scrolling cursors)

I will try you're version quickly

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Subject: Re: AutoScroller package update  
Posted by [Klugier](#) on Sun, 21 Feb 2021 20:08:43 GMT  
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Hello Dider,

Let's develop it under UppHub right now. As you see there are some work to do and the flexibility, which GitHub gives us cannot be overestimated. Also, please feel free to fork and create PR's for AutoScroller. I hope your improvements to displaying it within LayoutDesigner will be there.

When AutoScroller will more mature we will move it uppsrc. However, I am fine if it will stay on UppHub Oblivion, thanks for your opinion. I will consider channing AutoScroller to AutoScrollerCtrl for consistency with the other controls. This must be done with careful as you suggested. We can not only create simply alias, we will need to change the includes too.

Klugier

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Subject: Re: AutoScroller package update  
Posted by [Didier](#) on Sat, 13 Mar 2021 22:08:48 GMT  
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Hello Klugier,

I took 10 minutes to enhance .usc file.  
Following code adds drawing of sidebars

Quote: Paint(w) {  
    r = GetRect();  
    sbWidth = 16;

```
sr = r;  
sr.right = sr.right-sbWidth;  
sr.bottom = sr.bottom-sbWidth;
```

```
vsb = sr;  
vsb.left = sr.right;  
vsb.right = r.right;
```

```
hsb = sr;  
hsb.top = sr.bottom;  
hsb.bottom = r.bottom;
```

```
PaintHScrollBar(w, hsb);  
PaintVScrollBar(w, vsb);
```

```
DrawCtrlFrame(w, r, .SetFrame);  
DrawBorder(w, r, :SGray, :SGray);
```

```
sr.right = sr.right-sbWidth; _____ // normally shoudn't need this, but still had to add it  
otherwise ClassName overlaps VScrollbar ???  
DrawClassName(w, sr, "AutoScroller");  
}
```

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Subject: Re: AutoScroller package update  
Posted by [Klugier](#) on Mon, 15 Mar 2021 10:54:34 GMT  
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Hello Dider,

Thank you! Applied, please test and in case of problems please reply to this message.

Klugier

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Subject: Re: AutoScroller package update  
Posted by [kohait00](#) on Wed, 13 Apr 2022 09:29:45 GMT  
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Hi guys :)

I have seen that my AutoScroller made it far :p Cool. Thanks for porting and fixing in all the years.

Just a side note why it was a template:  
so it can be "template wrapped" around a main layout of an application..

otherwise there is the ParentCtrl from AutoScroller containing the real ParentCtrl..  
I just wanted to keep the Ctrl hierarchy simple..

Cheers