Subject: scrolling without Frame and wrapping Ctrl? Posted by fallingdutch on Tue, 11 Jul 2006 13:02:20 GMT View Forum Message <> Reply to Message

I want something like this:



and the inner rectangle should be scrollable, so i need to set the rectangle of it using SetRect(), this means i need either a Frame around it or a wrapping Ctrl, or is there another possibility to do this? eg a SetCtrlPositionSize() or anything similar.

thanks, Bas

Subject: Re: scrolling without Frame and wrapping Ctrl? Posted by fudadmin on Tue, 11 Jul 2006 13:18:10 GMT View Forum Message <> Reply to Message

1. Have you tried my ScrollAreas:

http://www.arilect.com/upp/forum/index.php?t=msg&th=260& amp;start=0&

2. What are you going to put into non-scrollable area around?

Subject: Re: scrolling without Frame and wrapping Ctrl? Posted by fallingdutch on Tue, 11 Jul 2006 13:28:00 GMT View Forum Message <> Reply to Message

Hi, fudamin,

I want to be able to put different Ctrls inside the non scroleable Area.

Yes, I had a look at your scrolleable area, but I dont want Scrollbars and with Scrollbars you put a Frame around the scrolling area.

thanks for your answer, Bas

Subject: Re: scrolling without Frame and wrapping Ctrl? Posted by fudadmin on Tue, 11 Jul 2006 15:54:12 GMT View Forum Message <> Reply to Message

fallingdutch wrote on Tue, 11 July 2006 14:28Hi, fudamin,

I want to be able to put different Ctrls inside the non scroleable Area.

Yes, I had a look at your scrolleable area, but I dont want Scrollbars and with Scrollbars you put a Frame around the scrolling area.

thanks for your answer, Bas

ScrollArea::ScrollArea() { SetWorkSize(Size(1000,1000)); AddFrame(sc); Add(work);

sc.HideX(); //
// sc.HideY(); // ADDED uncomment to hide scrollbars...

sc.WhenScroll=THISBACK(Scroll); // AddFrame(ThinOutsetFrame()); // AddFrame(ThinInsetFrame()); //comment if you don't need }

Use HideX and HideY accordingly if you don't need scrollbars. You can remove my added frames by commenting them at initialization and , as I remember, it is possible to remove other frames with RemoveFrame(...). But what is behind the idea: scrollable area without the scrollbars?

Subject: Re: scrolling without Frame and wrapping Ctrl? Posted by mirek on Tue, 11 Jul 2006 17:06:26 GMT View Forum Message <> Reply to Message

fallingdutch wrote on Tue, 11 July 2006 09:02I want something like this:



and the inner rectangle should be scrollable, so i need to set the rectangle of it using SetRect(), this means i need either a Frame around it or a wrapping Ctrl, or is there another possibility to do this? eg a SetCtrlPositionSize() or anything similar.

thanks,

Bas

Sorry, but this is way too vague description... Any real live examples or something more specific?

BTW, there is nothing bad about wrapping Ctrl in most cases... U++ Ctrls are very light...

Mirek

Subject: Re: scrolling without Frame and wrapping Ctrl? Posted by fallingdutch on Tue, 11 Jul 2006 17:33:01 GMT View Forum Message <> Reply to Message

thanks for your answers,

I now have wrapped a ctr with another ctrl.

I wanted a scrolleable Area that i can place whereever i want and whatever size i need without scrollbars, because i have another ctrl with scrollbars and want this one to scroll with the other ctrl, that has scrollbars.

Bas

Subject: Re: scrolling without Frame and wrapping Ctrl? Posted by mirek on Tue, 11 Jul 2006 18:40:04 GMT View Forum Message <> Reply to Message

I see. In this case IMO the best solution is indeed composition of helper Ctrls.

You can e.g. use 2 helper Ctrls to achieve what you desire:

- use one to "clip" that smaller scrollable area

- then use other to place actual Ctrls on. Make this child of "clipping" Ctrl and make it eventually BIGGER than is "clipper".

- then scroll simply by using "SetRect" to the child Ctrl.

Mirek

thanks Mirek,

that is indeed exactly what I thought and also did ... I feel approved

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