Subject: ProgressIndicator in StatusBar
Posted by michael on Mon, 18 Jun 2007 13:03:49 GMT
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How can i place a ProgressIndicator within a StatusBar?

Michael

Subject: Re: ProgressIndicator in StatusBar
Posted by unodgs on Mon, 18 Jun 2007 13:43:25 GMT
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StatusBar sb;
ProgressIndicator pi;
sb.Add(pi.LeftPos(5, 200).HSizePos());

In U++ you can add any control to any conrol using Ctrl interface.

Subject: Re: ProgressIndicator in StatusBar
Posted by michael on Mon, 18 Jun 2007 13:58:47 GMT
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Thanks so far, but when i use this code:

main.h
StatusBar status;
ProgressIndicator progress;
main.cpp

AddFrame(status);
status.Add(progress.LeftPos(5, 200).HSizePos());
Nothing besides Ready is displayed in the statusBar.

Michael

Subject: Re: ProgressIndicator in StatusBar
Posted by Zardos on Mon, 18 Jun 2007 14:19:44 GMT
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Depending on the place where you call:

AddFrame(status);
status.Add(progress.LeftPos(5, 200).HSizePos());

you may consider creating the vars:
StatusBar status;
ProgressIndicator progress;
... as member vars in your class and not as local vars.

I'm not sure if this is the problem. I would expect a crash and not only non functioning of your code. But you may check it, anyway.

- Ralf

Subject: Re: ProgressIndicator in StatusBar
Posted by mezise on Mon, 18 Jun 2007 17:10:15 GMT
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unodgs wrote on Mon, 18 June 2007 15:43StatusBar sb;
ProgressIndicator pi;
sb.Add(pi.LeftPos(5, 200).HSizePos());

In U++ you can add any control to any conrol using Ctrl interface.
This code does not work for me too. It would be great to be feasible this way.

Working solutions are:
1. InfoCtrl with its own Display
2. and simpler use of ProgressInfo:

progressInfo.Info(status);

Slightly modified reference/SliderProgressInd using ProgressInfo:

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

using namespace Upp;

struct App : TopWindow {
 ProgressIndicator progress;
 SliderCtrl        slider;
 Label             text;
 StatusBar         status; // --- added ---
 ProgressInfo      progressInfo; // --- added ---

 void Slider() {
  progress.Set(~slider, 100);
  progressInfo.Set(~slider, 100); // --- added ---
  text = "\1[C6*/@b " + AsString(~slider);
 }
```

```
 typedef App CLASSNAME;

 App() {
  Add(slider.BottomPosZ(5, 30).HSizePos(10, 10));
  Add(progress.VSizePos(10, 40).HCenterPos(40));

  AddFrame(status); // --- added ---
  //status.Add(progress); // --- added --- DOES NOT WORK!
  progressInfo.Info(status); // --- added --- WORKS!

  Add(text.LeftPos(5, 200).TopPos(5, 40));
  slider <<= THISBACK(Slider);
  slider.Range(100);
  slider <<= 50;
  Slider();
  Sizeable().Zoomable();
 }
};

GUI_APP_MAIN
{
 App().Run();
}
```

Michal

Subject: Re: ProgressIndicator in StatusBar
Posted by michael on Mon, 18 Jun 2007 17:52:36 GMT
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Well, using ProgressInfo works...

But what is the difference between ProgressIndicator and ProgressInfo? I can't find any Examples or Manual-Entries using ProgressInfo.

Michael

Subject: Re: ProgressIndicator in StatusBar
Posted by mirek on Mon, 18 Jun 2007 18:49:53 GMT
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http://www.ultimatepp.org/src$CtrlLib$StatusBar$en-us.html

Subject: Re: ProgressIndicator in StatusBar
Posted by unodgs on Mon, 18 Jun 2007 20:07:07 GMT
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Of course Zardos is right and I made a small mistake. Instead of HSizePos() use VSizePos() or TopPos(2, 15).

sb.Add(pi.LeftPos(5, 200).TopPos(2, 15))

It must work. I use it in one of my apps;

Subject: Re: ProgressIndicator in StatusBar
Posted by michael on Mon, 18 Jun 2007 20:32:24 GMT
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Thanks, this works now.

Michael