
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();  
}
```

Subject: Re: "ScrollArea"..
Posted by [fudadmin](#) on Fri, 26 May 2006 07:53:43 GMT
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You can download my new version of ScrollArea. Nothing special but might be sometimes useful...

Unzip "here" into your packages dir.

Edit: this version with scrollbars.

File Attachments

1) [ScrollAreaCompact.zip](#), downloaded 3097 times

Subject: Re: "ScrollArea"..
Posted by [forlano](#) on Fri, 07 Jul 2006 22:49:45 GMT
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fudadmin wrote on Fri, 26 May 2006 09:53 You can download my new version of ScrollArea. Nothing special but might be sometimes useful...

Unzip "here" into your packages dir.

Edit: this version with scrollbars.

Hi Aris,

I'm using your scrollarea. It is very useful in this moment because I'm trying to simulate a sort of arrayctrl where each row contains different widgets that can be manipulated easily.

Because I do not need a horizontal scroll I wonder if can be removed the horizontal bar.

Luigi

Subject: Re: "ScrollArea"..
Posted by [fudadmin](#) on Fri, 07 Jul 2006 23:47:34 GMT
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```
ScrollArea::ScrollArea()
{
  SetWorkSize(Size(1000,1000));
  AddFrame(sc);
  Add(work);

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

  sc.WhenScroll=THISBACK(Scroll);
  // AddFrame(ThinOutsetFrame());
  AddFrame(ThinInsetFrame());
}
```

OK?

Subject: Re: "ScrollArea"..
Posted by [forlano](#) on Sat, 08 Jul 2006 06:35:32 GMT
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fudadmin wrote on Sat, 08 July 2006 01:47

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

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

  sc.WhenScroll=THISBACK(Scroll);
  // AddFrame(ThinOutsetFrame());
  AddFrame(ThinInsetFrame());
}
```

OK?

Yes, it is OK.
Thank you

Subject: Re: "ScrollArea"..
Posted by [forlano](#) on Sun, 09 Jul 2006 22:03:09 GMT
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forlano wrote on Sat, 08 July 2006 00:49 Nothing special but might be sometimes useful...

Here <http://www.vegachess.com/en/vega5rr.htm> , at the middle of the page, you can see your scroll area in action

Luigi

Subject: Re: "ScrollArea"...

Posted by [fudadmin](#) on Sun, 09 Jul 2006 22:06:26 GMT

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forlano wrote on Sun, 09 July 2006 23:03

Here <http://www.vegachess.com/en/vega5rr.htm> , at the middle of the page, you can see your scroll area in action

Luigi

Which one?

Subject: Re: "ScrollArea"...

Posted by [forlano](#) on Sun, 09 Jul 2006 22:24:40 GMT

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fudadmin wrote on Mon, 10 July 2006 00:06 forlano wrote on Sun, 09 July 2006 23:03

Here <http://www.vegachess.com/en/vega5rr.htm> , at the middle of the page, you can see your scroll area in action

Luigi

Which one?

It is the window "Modify Colors". In the worse situation I needed 500 pair of buttons and and relative labels and icons (they are simple icon in a label and not option image button). Perhaps the arrayctrl is enough to do it... knowing how to use it... but I found easier to attach them to the scrolling area. Each row is widget class.

Subject: Re: "ScrollArea"...

Posted by [fudadmin](#) on Sun, 09 Jul 2006 22:45:41 GMT

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forlano wrote on Sun, 09 July 2006 23:24

It is the window "Modify Colors". In the worse situation I needed 500 pair of buttons and and relative labels and icons (they are simple icon in a label and not option image button). Perhaps the arrayctrl is enough to do it... knowing how to use it... but I found easier to attach them to the scrolling area. Each row is widget class.

Looks nice!

Subject: Re: "ScrollArea"..
Posted by [benoitc](#) on Wed, 08 Aug 2007 07:52:17 GMT
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Hi,

I cannot get the zip file, I get an empty file when I tried to download it.

Can someone repost the file?

Thanks in advance,
Benoit

Subject: Re: "ScrollArea"..
Posted by [fudadmin](#) on Wed, 08 Aug 2007 09:16:00 GMT
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benoitc wrote on Wed, 08 August 2007 08:52Hi,

I cannot get the zip file, I get an empty file when I tried to download it.

Can someone repost the file?

Thanks in advance,
Benoit

Edit:

P.S. I'm just not very sure if they are the same versions. But the idea is very simple.

File Attachments

1) [ScrollAreaCompact.zip](#), downloaded 608 times

Subject: Re: "ScrollArea"..
Posted by [masu](#) on Wed, 08 Aug 2007 10:25:21 GMT
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using namespace Upp; is missing.

