I haven't found ScrollArea control in U++, so I started playing...

```cpp
#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 3051 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 09:53You 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 00:49Nothing 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 00:06forlano 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 559 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.

Matthias