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Subject: DialSlider (curved slider ctrl)

Posted by [mrjt](#) on Mon, 28 Apr 2008 14:58:54 GMT

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I really only made this as an experiment to see how easy it was, so I thought I may as well post the results. It wasn't as easy as I'd hoped, the difficulty is mainly in creating the images and layering them correctly with an alpha mask.

It works quite well though (the frames are a bit too thick here, but look better when it's slightly smaller):

Works like a normal SliderCtrl (but with some features missing). Clicking once sets the bar to the correct position by working out the necessary angle.

(source and example in next post)

James

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#### File Attachments

1) [DialSlider.png](#), downloaded 914 times

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [mrjt](#) on Mon, 28 Apr 2008 15:01:19 GMT

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Moved to later post.

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [bytefield](#) on Mon, 28 Apr 2008 15:44:54 GMT

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Hi, I've tested it on Linux and have trouble. It isn't displayed correct. Also don't forget to end DialSlider.cpp with new line, Gcc give warnings .  
However, it is a nice widget and an good example.

Andrei

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#### File Attachments

1) [DialSlider.jpg](#), downloaded 875 times

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [mrjt](#) on Mon, 28 Apr 2008 16:02:57 GMT

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Thanks, I was too lazy to reboot in to Linux to test it. My suspicion is that the display problem is something internal to Draw/ImageDraw (I know there have been some fixes recently), but I'll test it tomorrow and see if I can fix it.

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Subject: Re: DialSlider (curved slider ctrl)  
Posted by [Mindtraveller](#) on Mon, 28 Apr 2008 22:38:23 GMT  
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Thanx for new useful control.  
I think arrow should be more straight ("official looking"). Also it would be handy to see minimum/maximum values along with current value. Display of these values should be optional. It's a kind of de-facto standard.

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Subject: Re: DialSlider (curved slider ctrl)  
Posted by [mrjt](#) on Tue, 29 Apr 2008 09:05:06 GMT  
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Mindtraveller wrote on Mon, 28 April 2008 23:38 I think arrow should be more straight ("official looking"). Also it would be handy to see minimum/maximum values along with current value. Display of these values should be optional.  
I'm not 100% sure what you mean about the arrow, something like this?

(IMO a bit ugly, perhaps it's too long now)

I've added min/max labels and improved the mouse handling when dragging. Zip in next post.

Ps. I should warn you that at the moment the control does 2 rotations on 192x192 images everytime the position is changed (these are cached for Paint, so that is fast). I can optimize it at some point but it makes the code much more complex/difficult so I haven't bothered yet.

#### File Attachments

1) [DialSlider.png](#), downloaded 827 times

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Subject: Re: DialSlider (curved slider ctrl)  
Posted by [mrjt](#) on Tue, 29 Apr 2008 09:08:13 GMT  
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See later post for source.

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [bytefield](#) on Tue, 29 Apr 2008 10:31:19 GMT

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Still not work under Linux. To see the problems, I've attached a video with it in which you will see it working improper until slider(green) is full loaded, moment in which it work better, but showing green image under the control.

Good luck.

Andrei

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#### File Attachments

1) [out.ogg.tar.gz](#), downloaded 393 times

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [mrjt](#) on Tue, 29 Apr 2008 10:42:19 GMT

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Sorry. I meant to say that I haven't tried it on Linux yet.

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [mrjt](#) on Tue, 29 Apr 2008 16:46:33 GMT

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I've fixed the Linux problem. In case you're interested the cause was this.

I've also optimized it to greatly reduce the number of pixels that need rotating and (I think) improved the marker/arrow.

This is absolutely the final version though, I wasn't intending to spend this much time fiddling with it

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#### File Attachments

1) [DialSlider.zip](#), downloaded 436 times

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Subject: Re: DialSlider (curved slider ctrl)

Posted by [cdoty](#) on Mon, 19 May 2008 14:38:19 GMT

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Nice job. That's an impressive looking control.

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