
Subject: Slider verticality bug or underdevelopment? [ADDED]

Posted by [fudadmin](#) on Sun, 26 Mar 2006 05:31:17 GMT

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```
#define MY_TITLE "Slider verticality bug?"
```

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

```
struct App : TopWindow {  
    SliderCtrl    slider;  
    ProgressIndicator progress;
```

```
typedef App CLASSNAME;
```

```
App() {
```

```
    Add(progress);  
    // progress.SizePos();  
    progress.SetRect(50,50, 15, 300);
```

```
    Add(slider);  
    // slider.SizePos();  
    slider.SetRect(100, 50, 15, 300);
```

```
    slider<=50;  
    Sizeable().Zoomable();  
}  
};
```

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

In this code slider and progress sizing are identical. And height>width. So, they both must be vertical. A bug or underdevelopment?

Subject: Re: Slider verticality bug or underdevelopment?

Posted by [mirek](#) on Sun, 26 Mar 2006 16:22:47 GMT

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Underdevelopment.

Mirek

Subject: Re: Slider verticality bug or underdevelopment?

Posted by [mirek](#) on Sun, 26 Mar 2006 22:08:46 GMT

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luzr wrote on Sun, 26 March 2006 11:22Underdevelopment.

Mirek

Resolved - Slider now able to work in vertical mode.

Mirek

Subject: Re: Slider verticality bug or underdevelopment?

Posted by [barpas](#) on Mon, 27 Mar 2006 22:47:24 GMT

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how can i get it?

Subject: Re: Slider verticality bug or underdevelopment?

Posted by [mirek](#) on Mon, 27 Mar 2006 22:52:29 GMT

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barpas wrote on Mon, 27 March 2006 17:47how can i get it?

Wait for next dev release... (tomorrow or We).

Mirek
