Subject: Skinning Scrollbar thumb
Posted by bushman on Tue, 16 Feb 2010 01:47:35 GMT

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I've successfully skinned the scrollbar thumb with images using the vthumb and the hthumb arrays, like in

```
ScrollBar::Style scrollstyle = ScrollBar::StyleDefault();
...
scrollstyle.vthumb[0] = Images::VThumbImage0;
scrollstyle.vthumb[1] = Images::VThumbImage1;
...
scrollstyle.hthumb[0] = Images::HThumbImage0;
scrollstyle.hthumb[1] = Images::HThumbImage1;
...
myctrl.SetScrollBarStyle(scrollstyle);
```

However, if the thumb button length increases inside the scroll bar (so as to cope with some less scrollable space in the view field of a ctrl, for example, due to data being removed from the ctrl), the thumb image stretches (resizes) to match the new thumb length, which in turn distorts the image and therefore ruins the skinning result.

  You see my point?

My question is: Is there a workaround? I see that Windows does it wonderfully if the original default style ScrollBar::StyleDefault() is kept. How do you manage that? I mean, the three little thumb button grooves in Windows' scroll bars remain undistorted as the thumb size varies.

Help appreciated...many thanks in advance.

Subject: Re: Skinning Scrollbar thumb
Posted by andrei_natanael on Tue, 16 Feb 2010 07:38:50 GMT

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Hi,
You should use hot-spots for that. See this topic. You have to set hot-spots for VThumbImage0 and VThumbImage1 in ImlEditor in TheIDE - there is a button in toolbar or press H key.

Andrei

Subject: Re: Skinning Scrollbar thumb

Posted by bushman on Tue, 16 Feb 2010 15:48:54 GMT

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Oh, thank you, it's been very helpful!
If you please, yet along the same thread of thought, how do I place the usual Windows 3 thumb grooves right in the middle of the scroll button?

many thanks!

Subject: Re: Skinning Scrollbar thumb
Posted by bushman on Tue, 16 Feb 2010 16:18:25 GMT

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Oh, I see it myself, after a little code prying I found

scrollstyle.vthumb[0] = ChLookWith(Images::VThumbImage0(),
Images::GroovesRightInTheMiddle());

, which places whatever I want right in the middle of the scroll button!
Great!

Thank you so much, guys!!