
Subject: ProgressIndicator: Get / SetData missing?
Posted by [kohait00](#) on Mon, 20 Sep 2010 14:08:07 GMT
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hi all

ProgressIndicator (like some other controls) appear to have the default GetData / SetData interface beeing missing.. is this by design? it would ease things on common handling in a Ctrl based factory lot.. by not needing to sace extra info, just invoke GetDa ta/SetData known interface..

just add
Progress.h:27

```
int  Get() const           { return actual; }

void  SetData(const Value& v)      { Set(v); }
Value GetData() const          { return Get(); }
```

Subject: Re: ProgressIndicator: Get / SetData missing?
Posted by [mirek](#) on Fri, 15 Oct 2010 12:49:31 GMT
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kohait00 wrote on Mon, 20 September 2010 10:08hi all

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Not quite sure it is completely right:

ProgressIndicator is kind of static value - user cannot change it. So far the policy was that only widgets that are editable have Value.

The reason is that if you want to store all user supplied values in the dialog, you can simply go through all widgets and store the value if it is not Value::Void - that indicates that the widget does

not have associated value.

Subject: Re: ProgressIndicator: Get / SetData missing?

Posted by [kohait00](#) on Fri, 15 Oct 2010 12:58:44 GMT

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ah...ok that makes soome sense..

this 'policy' is one of the things to be mentioned in CtrlDesignConcepts

thank you

PS: if you think of ProgressIndicator as beeing sort of a slider a user later could change, this might involve extension of ProgressIndicator ofcourse, but is quite helpfull. Sliders dont look too cool sometimes (CMeter in bazaar was an attempt to overcome these shortcomings)
