Subject: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Thu, 29 Nov 2012 07:59:04 GMT

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Hi All,

Just wondering, Is there a way to hide the vertical scrollbar of LineEdit Ctrl? I have two LineEdit Ctrl displaying almost similar text with same number of lines and I only want one of them to show the vertical scrollbar and they both can be scrolled together with only one showing the bar.

I have extend the LineEdit Ctrl as follwing to get the synchronize scrolling. Now I just need a way to hide one of the vertical scrollbar now.

there is a function LineEdit::NoHorzScrollbar() but could not find a similar function for Vertical Scrollbar. I also skim through the LineEdit Class but the Scrolling mechanism looks not that easy to understand. It uses the 'Scroller' Class that I could not find any documentation for.

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
class LineEditExtended: public LineEdit{
public:
 virtual void NewScrollPos(){ WhenScrollChange();}
 Callback WhenScrollChange;
};
class MainWindowDlg: public TopWindow {
typedef MainWindowDlg CLASSNAME;
public:
   MainWindowDlg(){
         SetRect(0,0,600,400);
         tx1.VSizePos(10,10).LeftPos(10,290);
         tx2.VSizePos(10,10).RightPos(10, 290);
         this<<tx1<<tx2;
         String tmp;
         for(int i=0; i<100; i++) tmp<<i<"\n";
```

```
tx1.Set(tmp);
         tx2.Set(tmp);
         tx2.WhenScrollChange=THISBACK(tx1Totx2SyncScrol);
     tx1.WhenScrollChange=THISBACK(tx2Totx1SyncScrol);
   }
private:
 void tx2Totx1SyncScrol(){
 tx2.SetScrollPos(tx1.GetScrollPos());
 }
 void tx1Totx2SyncScrol(){
 tx1.SetScrollPos(tx2.GetScrollPos());
 }
 LineEditExtended tx1, tx2;
};
GUI_APP_MAIN
  MainWindowDlg w;
  w.Run();
}
Thank & Regards
Navi
File Attachments
1) main.cpp, downloaded 305 times
```

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Thu, 29 Nov 2012 08:01:34 GMT

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Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by dolik.rce on Thu, 29 Nov 2012 08:44:43 GMT

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Hi navi,

Simple trick:class LineEditExtended : public LineEdit{ public: virtual void NewScrollPos(){ WhenScrollChange();} Callback WhenScrollChange; void RemoveScrollBar(){ RemoveFrame(sb); } };

Then just call tx1.RemoveScrollBar() in MainWindowDlg constructor. I believe it does exactly what you need

Best regards, Honza

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Thu, 29 Nov 2012 09:05:50 GMT View Forum Message <> Reply to Message

Thanks Honza for your very quick reply. Brilliant & simple solution Honza. It does remove the scrollbar as I wanted. However, we have a small problem. if the scrollbar frame is removed and

user click on the tx1 then the tx1 goes mad!! text and blank lines get printed all over the place! any way to prevent this?

Regards Navi

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by dolik.rce on Thu, 29 Nov 2012 10:13:15 GMT

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navi wrote on Thu, 29 November 2012 10:05Thanks Honza for your very quick reply. Brilliant & simple solution Honza. It does remove the scrollbar as I wanted. However, we have a small problem. if the scrollbar frame is removed and user click on the tx1 then the tx1 goes mad!! text and blank lines get printed all over the place! any way to prevent this?

Regards

Navi

Oups, sorry I missed that. I'm not even sure why that happens, I'll have too look at it deeper, later

today (not enough time right now, sorry...).

Honza

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by dolik.rce on Thu, 29 Nov 2012 17:12:42 GMT

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Hi Navi,

Finally got it It works much better when you only Hide the scrollbars instead of removing them completely: void HideScrollBar(){
 sb.NoAutoHide();
 sb.Hide();

Best regards, Honza

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Thu, 29 Nov 2012 19:36:53 GMT View Forum Message <> Reply to Message

dolik.rce wrote on Thu, 29 November 2012 18:12

Finally got it It works much better when you only Hide the scrollbars instead of removing them completely:[code]

Thank you very much Honza. It is working this way.

Regards

Navi

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Fri, 30 Nov 2012 07:29:04 GMT View Forum Message <> Reply to Message

dolik.rce wrote on Thu, 29 November 2012 18:12Hi Navi,

Finally got it It works much better when you only Hide the scrollbars instead of removing them completely: void HideScrollBar(){

```
sb.NoAutoHide();
sb.Hide();
}
Best regards,
Honza
```

Hi Honza, Just thought I will let you know that. this way has a little bit of issue to. If I hide the 'sb' then Horizontal Scrollbar get hidden along with the Vertical one. Please note this is not a big issue for me at present. As in this particular case I am not worried about showing the Horizontal Scrollbar. But in case you find a better way that ONLY hides the Vertical Scrollbar, Please leave a reply on this thread. It might come in handy for me and others in future.

Thanks & Regards Navi

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by dolik.rce on Fri, 30 Nov 2012 08:25:54 GMT

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navi wrote on Fri, 30 November 2012 08:29But in case you find a better way that ONLY hides the Vertical Scrollbar, Please leave a reply on this thread. It might come in handy for me and others in future.

Sure, it should be simple, the scrollbars in ScrollBars are publicly accessible, so this should hide only the vertical one:

```
void HideScrollBar(){
  sb.y.NoAutoHide();
  sb.y.Hide();
}
```

Don't you love it how the U++ interface is uniform across all the widgets?

Honza

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Fri, 30 Nov 2012 11:19:52 GMT

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Quote:Don't you love it how the U++ interface is uniform across all the widgets? absolutely love u++ uniform interface acrosse the widgets!! as well as everything else about it. I am adicted to U++. But you are awesome too. How do you know these things? isn't scrollbar still a undocumented class?

also as per your code I have modified my version of LineEditExtended to the followings. works like a charm. I am also planing to make some farther modification to LineEdit to make it more like NotePad++. like adding Find And Replace, Block Selection, Syntex Highlight etc. I found my starting point here at this thread: Advanced Line Edit proposal - part I

I have already manage to teach it (LineEditExtended) to sort filneams and filetype for me! no credit to me, but HUGE thanks to U++ and its awesomeness.

regards Navi

```
File Attachments
```

1) rp.png, downloaded 632 times

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by dolik.rce on Fri, 30 Nov 2012 12:48:39 GMT

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navi wrote on Fri, 30 November 2012 12:19But you are awesome too. How do you know these things? Thanks Some parts I met in past (or struggled with), some parts I just look up in the code when trying to answer.

navi wrote on Fri, 30 November 2012 12:19isn't scrollbar still a undocumented class?Well, it is not documented, but it is really simple, so it is quick and easy to figure out what it does. In combination with general knowledge of U++ interfaces, it is even easier. BTW: If you want, you can write docs for it, that's generally good way to learn more about some code

Honza

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by dolik.rce on Fri, 30 Nov 2012 13:03:30 GMT View Forum Message <> Reply to Message

navi wrote on Fri, 30 November 2012 12:19I am also planing to make some farther modification to LineEdit to make it more like NotePad++. like adding Find And Replace, Block Selection, Syntex Highlight etc.

Maybe it would be better to base your code on CodeEditor instead of LineEdit -> you will get most of those features for free

Honza

Subject: Re: hiding the vertical scrollbar of LineEdit Ctrl Posted by navi on Fri, 30 Nov 2012 13:23:51 GMT

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dolik.rce wrote on Fri, 30 November 2012 14:03

Maybe it would be better to base your code on CodeEditor instead of LineEdit -> you will get most of those features for free

Honza

Thank you once again Honza. Didn't even know that CodeEditor class existed. Didn't actually explore theIDE package up until you mention the CodeEditor. Interestingly CodeEditor is based on LineEdit. I have to read up on TextCtrl to understand LineEdit to understand CodeEditor. Thanks for the guidence, let me read up on them.

regards Navi.