Subject: Window not scrolling
Posted by SkuldOMG on Thu, 24 Apr 2014 11:34:43 GMT
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I'm currently writing a windows application using the U++ IDE. One window that is used for data entry contains more fields to be displayed than can be fit into a single screen, so I wanted to add a scrollbar to my window. So far, so good, I looked up the ScrollBar example on the U++ page and tried to implement it in my application. My problem is - it just doesn't scroll. I suspect that it has to do with my application having multiple windows, but I'm not sure. Here's how my application is structured:

```
GUI_APP_MAIN {
    MainWindow app;
    ...
    app.Run();
}

struct MainWindow : TopWindow {
    PatientFrame dlg;
    ...
    // Opens window that displays a patient overview
    void new_patient() {
        ...
        dlg.Execute();
}

    ...

struct PatientFrame : TopWindow {
    ProcessFrame proc;
    ...
    // Opens the window that should have a scrollbar
    void new_process() {
        ...
       proc.Execute();
    }
}

struct ProcessFrame : TopWindow {
    ...
    // Nearly 1:1 from the example
    ScrollBar sb;

    virtual void Layout() {
        sb.SetPage(GetSize().cy);
    }

    virtual void MouseWheel(Point, int zdelta, dword) {
```

```
        sb.Wheel(zdelta);
    }

    bool Key(dword key, int) {
      return sb.VertKey(key);
    }

    // n is the number of entryfields I have, each entryfield is 21 pixels high
    void SetCount(int n) {
        sb.SetTotal(n * 21);
    }

    void Scroll() {
        Refresh();
    }

    void buildList() {
        // Constructs the contents of the window
        ...
        // Sets the size for the scrollbar
        SetCount(count);
    }

    ...

    typedef ProcessFrame CLASSNAME;

    ProcessFrame() {
        SetRect(0, 0, 720, 435);
        Title("Process Frame").Sizeable().Zoomable();
        ...
        AddFrame(sb);
        sb.WhenScroll = THISBACK(Scroll);
        sb.SetLine(21);
    }
}
```

Now the scrollbar itself displays just fine. Also its size seems to be set correctly, since when I resize the window to be smaller, the scrollbar adjusts itself, same thing when I resize it bigger. I also tried playing around with the size of one line, again, the scrollbar adjusts just fine. The only problem is, it does not actually scroll the view area.

Any help would be appreciated.

Subject: Re: Window not scrolling
Posted by omari on Thu, 24 Apr 2014 22:59:47 GMT

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Hi SkuldOMG,

there is a package in bazaar called AutoScroller that do automatic scrolling of a panel inside another Ctrl. give it a try, usage example is in AutoScrollerTest.

regards
omari.

Subject: Re: Window not scrolling
Posted by SkuldOMG on Thu, 15 May 2014 11:35:41 GMT
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Thanks for your answer!

I've got it nearly working, only I can't seem to find the proper way to add the current view to the scroller. In my process frame constructor I call at the very end:

```
Size sz = GetSize();
sc.EnableScroll();
Add(sc.SizePos());
sc.AddPane(this);
```

However this gives me the error error C2664: 'AutoScroller<C>::AddPane' : cannot convert parameter 1 from 'ProcessFrame *const ' to 'Upp::Ctrl &'.

EDIT:

When I try to call it via a function that returns a Ctrl & (such as sc.AddPane(Title("Progress Form"))), I end up getting a stack overflow in Ctrl::CancelModeDeep() when starting the program. I also tried sc.AddPane(*GetParent()), which will lead to an "Assertion failed" error in CtrlChild.cpp.

Subject: Re: Window not scrolling
Posted by omari on Thu, 15 May 2014 15:35:39 GMT
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Hi,

probably you try to add a Ctrl to his child.

this is another example that use AutoScroller, without .lay file

hope it help:

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

using namespace Upp;

#include <AutoScroller/AutoScroller.hpp>


class AView : public ParentCtrl
{
 DocEdit doc0, doc1, doc3, doc2;

public:
 AView()
 {
  SetRect(0, 0, 500, 600);

  Add(doc0.LeftPosZ(12, 68).TopPosZ(12, 44));
  Add(doc1.LeftPosZ(12, 164).BottomPosZ(12, 176));
  Add(doc2.RightPosZ(16, 176).TopPosZ(16, 92));
  Add(doc3.RightPosZ(12, 176).BottomPosZ(12, 92));
 }
};

class AScroller : public TopWindow
{
 AView v;
 AutoScroller<ParentCtrl> sc;
public:

 AScroller()
 {
  Sizeable().Zoomable();
  SetRect(0, 0, 200, 300);
  sc.EnableScroll();
  sc.AddPane(v);
  Add(sc.SizePos());
 }
};

GUI_APP_MAIN
{
 AScroller().Run();
}
```