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Subject: Could anyone create a small example with the new ScrollArea?

Posted by [fudadmin](#) on Tue, 02 May 2006 23:57:49 GMT

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Could anyone create a small example with the new ScrollArea, please?

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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [mirek](#) on Wed, 03 May 2006 07:32:31 GMT

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fudadmin wrote on Tue, 02 May 2006 19:57: Could anyone create a small example with the new ScrollArea, please?

You mean the one that does not exist yet?

Actually, I started developing it already, but it is exactly as I said before - when going from specific to generic Ctrl, you have at least to try to solve all corner-cases, which really takes the time....

Mirek

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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [fudadmin](#) on Wed, 03 May 2006 08:46:21 GMT

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luzr wrote on Wed, 03 May 2006 08:32

You mean the one that does not exist yet?

Mirek

Which one do you mean? That grid of moving color rectangles?

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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [mirek](#) on Wed, 03 May 2006 09:07:13 GMT

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fudadmin wrote on Wed, 03 May 2006 04:46: luzr wrote on Wed, 03 May 2006 08:32

You mean the one that does not exist yet?

Mirek

Which one do you mean? That grid of moving color rectangles?

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Well, I guess it must be my bad english, but I am completely puzzled with this discussion thread....

There is no ScrollArea in U++ (yet).

You might be referring to the uppdev/ScrollArea package - yes, that is where my development efforts started. Now I have realized there are too much things to resolve for general purpose ScrollArea (scrolling being one of them , so it will take some time to develop. In fact, it is low priority for me now.

Mirek

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Subject: Re: Could anyone create a small example with the new ScrollArea?  
Posted by [fudadmin](#) on Wed, 03 May 2006 09:14:00 GMT

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Then I would kindly to ask you a brief description of how to use those methods in Ctrl.h

```
void    ScrollView(const Rect& r, int dx, int dy);  
void    ScrollView(int x, int y, int cx, int cy, int dx, int dy);  
void    ScrollView(int dx, int dy);  
void    ScrollView(const Rect& r, Size delta)  { ScrollView(r, delta.cx, delta.cy); }  
void    ScrollView(Size delta)                { ScrollView(delta.cx, delta.cy); }
```

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Subject: Re: Could anyone create a small example with the new ScrollArea?  
Posted by [fudadmin](#) on Wed, 03 May 2006 10:20:35 GMT

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Ok, never mind.

I'll try to experiment myself. I just wanted a bit more than in:

[http://upp.sourceforge.net/src\\$CtrlCore\\$Ctrl\\$en-us.html](http://upp.sourceforge.net/src$CtrlCore$Ctrl$en-us.html)

to answer a question "is it possible (and how) to use them for placing other controls"...

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Subject: Re: Could anyone create a small example with the new ScrollArea?  
Posted by [mirek](#) on Wed, 03 May 2006 10:35:04 GMT

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fudadmin wrote on Wed, 03 May 2006 06:20Ok, never mind.

I'll try to experiment myself. I just wanted a bit more than in:

[http://upp.sourceforge.net/src\\$CtrlCore\\$Ctrl\\$en-us.html](http://upp.sourceforge.net/src$CtrlCore$Ctrl$en-us.html)

to answer a question "is it possible (and how) to use them for placing other controls"...

Nope, ScrollView has nothing to do with positions of child Ctrls.

If you have some Ctrls in your view area, it simply scrolls content behind them, but positions of childs is left unchanged.

Mirek

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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [mirek](#) on Wed, 03 May 2006 10:44:04 GMT

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fudadmin wrote on Wed, 03 May 2006 05:14 Then I would kindly to ask you a brief description of how to use those methods in Ctrl.h

```
void    ScrollView(const Rect& r, int dx, int dy);
void    ScrollView(int x, int y, int cx, int cy, int dx, int dy);
void    ScrollView(int dx, int dy);
void    ScrollView(const Rect& r, Size delta)  { ScrollView(r, delta.cx, delta.cy); }
void    ScrollView(Size delta)                { ScrollView(delta.cx, delta.cy); }
```

I guess they are quite obvious after explaining one fundamental thing:

All those functions should be considered as variant of Refresh. Means, they are optimized Refresh where programmer asserts that portion of view area can be obtained by scrolling the current content.

CtrlCore then decides what to do. In fact, it can and does perform simple Refresh instead of scrolling if it fits better.

(BTW, there is still one important unimplemented optimization regarding child Ctrl move / view scroll....)

(BTW2, maybe we should also consider detection of "pane move" and implement it using scrolling optimization where possible).

Mirek

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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [fudadmin](#) on Wed, 03 May 2006 11:00:35 GMT

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luzr wrote on Wed, 03 May 2006 11:44

(BTW, there is still one important unimplemented optimization regarding child Ctrl move / view scroll....)

(BTW2, maybe we should also consider detection of "pane move" and implement it using scrolling optimization where possible).

Mirek

I think, those unimplemented optimizations have confused me most of all... I expected and want everything perfect in Ultimate++

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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [mirek](#) on Wed, 03 May 2006 11:18:20 GMT

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fudadmin wrote on Wed, 03 May 2006 07:00luzr wrote on Wed, 03 May 2006 11:44

(BTW, there is still one important unimplemented optimization regarding child Ctrl move / view scroll....)

(BTW2, maybe we should also consider detection of "pane move" and implement it using scrolling optimization where possible).

Mirek

I think, those unimplemented optimizations have confused me most of all... I expected and want everything perfect in Ultimate++

So do I. However, in fact, those optimization will have zero effect on functionality, it will just affect speed/flickering on slower machines.

I will be really happy to have them, but they are very hard problems to implement - I will have to reserve at least 2 days to do so...

Mirek

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