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Subject: Re: Slider with thermometer like scale  
Posted by [jibe](#) on Fri, 13 May 2011 08:22:26 GMT  
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Hi,

Yes, it's weird... This works well :

JBControlsTest.h :

```
#ifndef _JBControlsTest_JBControlsTest_h
#define _JBControlsTest_JBControlsTest_h
```

```
#include <CtrlLib/CtrlLib.h>
#include <Controls4U/Controls4U.h>
#include <JBControls/SliderCtrlX.h>
```

```
using namespace Upp;
```

```
class JBControlsTest : public TopWindow {
public:
    typedef JBControlsTest CLASSNAME;
    JBControlsTest();
```

```
    SliderCtrlX slider;
};
```

```
#endif
```

```
JBControlsTest.cpp :
#include "JBControlsTest.h"
```

```
JBControlsTest::JBControlsTest()
{
    Add(slider.FillColor(Color(255, 85, 0)).SetThickness(3).SetThumbType(4).LeftPosZ(63,
330).TopPosZ(220, 52));
    slider.Jump(true);
}
```

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

Just move "Jump", and you get an "Invalid memory access" at run time...  
#include "JBControlsTest.h"

```
JBControlsTest::JBControlsTest()
{
```

```
Add(slider.FillColor(Color(255, 85,
0)).SetThickness(3).SetThumbType(4).Jump(true).LeftPosZ(63, 330).TopPosZ(220, 52));
}
```

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

Part of SliderCtrlX.h :

```
...
private:
...
bool    m_bJump; // Jumps directly to mouse pos if click on the scale
...
public:
...
SliderCtrlX& Jump(bool v = false)    { m_bJump = v; }
...

```

Part of SliderCtrlX.cpp :

```
...
SliderCtrlX::SliderCtrlX()
: m_nMin(0)
, m_nMax(100)
, m_bInverted(false)
, m_nStep(1)
, m_bRound_step(false)
, m_bJump(false)
, m_bUseCustomThumbs( 0 )
, m_nMajorTicks( 10 )
, m_nMinorTicks( 2 )
, m_nMajorTickSize( 30 )
, m_nMinorTickSize( 20 )
, m_nTickPosition( TOP )
, m_nThickness( 2 )
, m_nSliderType( 0 )
, m_nThumbNumber( 1 )
{
...
}
...
void SliderCtrlX::LeftDown(Point pos, dword keyflags)
{
...
else if( m_bJump )
{

```

```
m_vValues[0] = ClientToSlider(p);  
WhenSlideFinish();  
UpdateActionRefresh();  
}  
...  
}  
...
```

... I don't understand...

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