
Subject: Re: Slider with thermometer like scale
Posted by [koldo](#) on Fri, 13 May 2011 20:32:19 GMT
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Hello Jibe and Jerson

First jibe version works well in debug and optimal just doing these changes:

In SliderCtrlX.h

```
SliderCtrlX& Jump(bool v = false) { m_bJump = v; return *this; } // Added return *this;
```

In SliderCtrlX.cpp, void SliderCtrlX::Paint(Draw& w) method (this line was hard to understand for me):

```
w.DrawImage(max( SliderToClient(m_vValues[i]) - ( ( m_bUseCustomThumbs ?  
m_vThumbImgs[i].GetSize().cx : m_ThumbImg.GetSize().cx ) >> 1 ), 0),  
m_nThickness + ((size.cy - ( m_bUseCustomThumbs ? m_vThumbImgs[i].GetSize().cy :  
(m_ThumbImg.GetSize().cy ))) >> 1), // Added parenthesis  
HasCapture() || HasFocus() ? (m_bUseCustomThumbs ? m_vThumbImgsFocus[i] :  
m_ThumbImg) : (m_bUseCustomThumbs ? m_vThumbImgs[i] : m_ThumbImg));
```

PD: What is the problem with FillColor ?
