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Subject: Re: SliderCtrl with UHD

Posted by [Tom1](#) on Wed, 11 Nov 2015 14:12:12 GMT

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Hi Mirek,

Now the dial is even smaller and more difficult to hit on UHD. However, when I 'catch' the dial to drag, it grows a lot and is of somewhat suitable size until I release the drag again. (The shape has also changed to something like two ended wedge and changes to a single ended wedge when dragged. I think the default old fashioned rectangular dial would be sufficient, unless too much trouble. That one also makes better use of the vertical space of a horizontal slider.)

Best regards,

Tom

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