
Subject: Slider and "Dynamic rectangle" example
Posted by [fudadmin](#) on Wed, 08 Feb 2006 04:27:11 GMT
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```
#define MY_TITLE "Dynamic Rectangle"
#include <CtrlLib/CtrlLib.h>
//Based on SliderProgressIndicator example
//dynamically changes StaticRect coords

struct App : TopWindow {
    StaticRect dynrc;
    SliderCtrl    slider;
    Label         text;

    void Slider() {
//here is the main "dynamism"...
        dynrc.SetRectX(50,~slider);
        text = "\1[C6*/@b " + AsString(~slider);
    }

    typedef App CLASSNAME;

    App() {
        Add(slider.BottomPosZ(5, 30).HSizePos(300, 300));

        dynrc.Color(SRed);
        Add(dynrc.VSizePos(10, 40).HCenterPos(40));

        Add(text.LeftPos(5, 200).TopPos(5, 40));
        slider <=<= THISBACK(Slider);
        slider.Range(700);
        slider <=<= 50;
        Slider();
        Sizeable().Zoomable();
    }
};

GUI_APP_MAIN
{
    App().Title(MY_TITLE).Run();
}
```
