Subject: SliderCtrl with UHD
Posted by Tom1 on Mon, 09 Nov 2015 12:18:00 GMT
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Hi,

It looks like the dial on the SliderCtrl does not scale properly on UHD environment.

Best regards,

Tom

Subject: Re: SliderCtrl with UHD
Posted by mirek on Mon, 09 Nov 2015 16:49:08 GMT
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Well, I have decided that it is not worth to read host platform appearance for slider dial (that is what was causing problems). Please check...

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

Subject: Re: SliderCtrl with UHD
Posted by mirek on Fri, 13 Nov 2015 19:29:59 GMT
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Sorry, small glitch... Please try now.

Subject: Re: SliderCtrl with UHD

Posted by Tom1 on Tue, 17 Nov 2015 19:56:28 GMT
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Hi

Thanks Mirek. I'm visiting the home country of U++ and will be back at the office next week. I will test it then.

Best regards,

Tom

Subject: Re: SliderCtrl with UHD
Posted by Tom1 on Mon, 23 Nov 2015 10:51:11 GMT
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Hi,

Just tried the Slider at UHD and now the dial looks just right size and shape until I drag it. When pressed, it shrinks to half in width and height, and covers just the top left quarter of the area it should.

Best regards,

Tom

Subject: Re: SliderCtrl with UHD
Posted by mirek on Mon, 23 Nov 2015 20:36:41 GMT
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Ops, sorry, small glitch, hopefully fixed.

In related news, UHD mode is now enabled by default (no need to call Ctrl::SetUHDEnabled() anymore).

Subject: Re: SliderCtrl with UHD
Posted by Novo on Tue, 24 Nov 2015 04:15:36 GMT
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mirek wrote on Mon, 23 November 2015 15:36
In related news, UHD mode is now enabled by default (no need to call Ctrl::SetUHDEnabled() anymore).

Thanks a lot!

Subject: Re: SliderCtrl with UHD
Posted by Tom1 on Tue, 24 Nov 2015 08:10:30 GMT
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Hi,

Now the SliderCtrl looks and works on UHD just as expected. Thanks!

Also, it was a good decision (at least from my point of view) to enable UHD support by default. Thanks for that too.

Best regards,

Tom
