

Scroll Bar App



Purpose

This page plug-in displays an interactive scroll bar. Its position can be saved to an Acquire Variable for use elsewhere in your project.

The scroll bar can be drawn vertical or horizontal and it can be drawn in your own colours or with your own images.

The Configuration Window

Background: Set the background part of the scrollbar i.e. the tray that the grab handle is moved in. You can select a colour or an image. The image will be stretched to fill the area.

Handle: Set the handle part of the scrollbar i.e. the button that you grab and drag.

You can select:

Colour: Click the control to select a colour for the Handle to be drawn in.

Minimum Size: The size of the Handle is automatically worked out using the scrollbar's size and Min / Max settings. If this is too small enter a value here to set a minimum pixel size.

Image: Type in or use the "... " button to select an image file which will be used to draw the Handle.

Use Image Size: Use the original image size instead of automatically working it out. When horizontal the image width will be used and when vertical the image height will be used.

Left or Top arrow: Set the scrollbar's arrow that appears on the left (when horizontal) or top (when vertical).

You can select:

None: The arrow isn't shown.

Colour: Click the control to select a colour for the arrow to be drawn in.

Image: Type in or use the "..." button to select an image file which will be used to draw the arrow.

Right or Bottom arrow: Set the scrollbar's arrow that appears on the right (when horizontal) or bottom (when vertical).

You can select:

None: The arrow isn't shown.

Colour: Click the control to select a colour for the arrow to be drawn in.

Image: Type in or use the "..." button to select an image file which will be used to draw the arrow.

Scrolling:

Other scrollbar settings are:

Orientation: Horizontal or Vertical

Min: Enter the lower range value. This is the value of Position when the Handle is at the far left (when horizontal) or top (when vertical).

Max: Enter the upper range value. This is the value of Position when the Handle is at the far right (when horizontal) or bottom (when vertical).

Tip: To reverse the functionality of the range (so that the lower Min is at the right/bottom and the upper Max is at the far left/top) simply make the Min greater than the Max.

Position: This is the initial position of the Handle.

It can be an **Acquire Variable**; if so the Position will be read from and written to it.