
Subject: Re: widget_slider with odd integers

Posted by [Daniel Peduzzi](#) on Mon, 22 Jul 2002 19:41:21 GMT

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Thierry Savin wrote in message <3D3C4643.1080709@mit.edu>...

> Hi all,

>

>

> Does anyone know how I could create a slider widget that produces only

> odd integers ?

>

If you are on a UNIX system, you could create a slider like this:

```
sliderID = widget_slider(base, value=some_odd_value, /drag, event_pro='slider_event')
```

which will cause the "slider_event" callback to be invoked whenever the slider is dragged.

Then in your callback:

```
pro slider_event, event
  my_odd_value= event.value / 2 * 2 + 1
  widget_control, event.id, set_value=my_odd_value
  return
end
```

This doesn't work **quite** as nicely under Windows, since drag events are not generated...but the value will still jump to an odd value when the thumbnail is "dropped."

Note: be careful of the maximum slider value (for example, trying to set a slider with a max of 100 to the value 101 will result in a value of 100.)

Dan

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