
Subject: on-screen slider

Posted by [ronn](#) on Sat, 18 Aug 2001 23:29:56 GMT

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All,

Back in June Mark Hadfield made an off hand remark about having on-screen sliders in IDL. The idea was to have sliders that would pop-up in a window like on the newer TV sets (and monitors). The idea appealed to me and after a little experimenting I have something that works in object graphics. I am calling it a ghost slider since it can appear and dissapear.

You can download this at

<http://www.kilvarock.com/freesoftware/objects/objects.htm>

It is in a zip file along with an example program and a pdf help file. Let me know what you think.

This could be done in direct graphics but would be so much more painful that I doubt that I will attempt it.

-Ronn

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"Application Development with IDL" 1½ programming book updated for IDL5.4!

"Calling C from IDL, Using DLM's to extend your IDL code" NEW BOOK!

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Subject: Re: on-screen slider

Posted by [Pavel A. Romashkin](#) on Mon, 20 Aug 2001 19:37:21 GMT

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Hi Ronn,

Pretty neat! I couldn't see at first why did it have to carry all the overhead from the Model class, but on the second thought it seems to make sense - sliders are independent of the rest of the graphic transformation, since it is an on-screen, TV-like control.

Would be nice to have an INIT method error handling - failure to specify all parameters right causes a "hard" crash of the code.

But no doubt, very stylish! It will be in my programs.

Thanks,

