
Subject: Re: widget_slider with odd integers
Posted by [JD Smith](#) on Mon, 22 Jul 2002 18:46:11 GMT
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On Mon, 22 Jul 2002 10:52:03 -0700, Thierry Savin wrote:

> Hi all,
>
>
> Does anyone know how I could create a slider widget that produces only
> odd integers ?
>

Use /SUPPRESS_VALUE, and compute in your event callback:

```
my_odd_value=2*ev.value+1
```

for use as the real value for display in a suitably located widget_label,
and for whatever data context you intend. You can of course extend this
same method to do all manner of interesting things, like create floating
sliders (though many already exist in libraries), or non-linear sliders.

Good luck,

JD

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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Daniel C. Peduzzi
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