
Subject: Re: Double thumbed slider or equivalent?

Posted by [David Fanning](#) on Tue, 27 Aug 2002 04:31:44 GMT

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Andrew Cool (andrew.cool@dsto.defence.gov.au) writes:

- > But I think a faster way still would be to have a slider "thingy"
- > that had the equivalent of two sliding thumbs - I think that's the
- > jargon for the little doo-hickey that you grab with the mouse and move?

I don't have such a thingy built, but--in principle--it is no different from the little histogram-selector doo-hickey I have built into XSTRETCH. There, you grab indicators and move them to select the upper and lower bounds of a stretch. You have to make sure they don't overlap, the upper can't have a value less than the lower, etc.

<http://www.dfanning.com/xstretch.pro>

You probably want a tiny polygon, rather than the two lines, but the draw widget code should be pretty much intact.

Cheers,

David

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