
Subject: Re: Slider Bar UNIX qualities

Posted by [Benjamin Hornberger](#) on Wed, 01 Jun 2005 17:12:57 GMT

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Leslie Welser wrote:

> Hi everyone,
> I have developed a GUI on the 6.0 Windows version of IDL, and I am now
> in the process of porting it to a UNIX machine. Most everything looks
> fine, because I developed the code to be platform-independent, but the
> one problem I have is with the slider bars. In windows, the sliders
> have small arrow buttons on each side so that a user can click one
> value at a time through the slider (dragging is also possible). But on
> UNIX, the only way to change the slider value appears to be to actually
> drag the slider. This is creating a problem for me with slider bars
> which have a very large number of values (i.e. if there are 200 values
> in the slider, by dragging I can never hit certain values, because it
> only stops every few values). Is there a way to get the side arrows
> working on UNIX?
> Thanks a lot,
> Leslie Welser
> lwelser@physics.unr.edu
>

I think you can just click to the left or right of the slider into the bar, and it will move by 1 step. In Unix, you'll have to live with certain limitations of GUI programs due to the Motif library used (which was introduced in the stone age, I think).

Benjamin

Subject: Re: Slider Bar UNIX qualities

Posted by [btt](#) on Wed, 01 Jun 2005 17:20:25 GMT

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Leslie Welser wrote:

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> working on UNIX?

Hello,

I think you want to look at the SCROLL keyword to WIDGET_SLIDER - which defaults to 10% of the slider range but you can set to any step size you want.

Ben
