KRghostSlider

KRghostSlider is an object that displays a slider in an object graphics window. This object was written for a situation where screen space was at a premium. However, it will have uses in other applications. It is called a ghost slider since it was originally intended to appear and disappear upon command. Run the example program ghostDriver to see this behaviour.

Syntax

obj = OBJ_NEW('KRghostSlider' [, winId] [, COLOR{Get, Set}= RGB vector] [,displayFormat=string] [,double=0 or 1] [, event_pro=string] [, float=0 or 1] [, /HIDE{Get, Set}][, integer=0 or 1] [, LOCATIONS{Get, Set}=array] [, long=0 or 1] [,minimum=value] [, maximum= value] [, NAME{Get, Set}=string] [, title=string] [, UVALUE{Get, Set}=value] [, value=value] [, vertical=0 or 1] [, xsize= value] [,ysize= value] [,zVal= value]

Arguments

winId

The draw widget id of the window where the slider will be placed.

Keywords

Properties retrievable via KRghostSlider::GetProperty are indicated by the word "Get" following the keyword. Properties settable via KRghostSlider::SetProperty are indicated by the word "Set" following the keyword.

COLOR (Get, Set)

Set this keyword to the color to be used as the color for the text and slider. The color must be specified as an RGB vector. The default is [0, 0, 0].

DisplayFormat

Formatting string for the slider position display.

Double

Set this keyword if you wish the slider units to be in double

Event_pro

A string containing the name of a procedure to be called by the WIDGET_EVENT function when an event arrives from a widget in the widget hierarchy rooted at the newly-created widget.

Float

Set this keyword if you wish the slider units to be in floating point.

HIDE (Get, Set)

Set this keyword to a Boolean value indicating whether this object should be drawn:

· 0 = Draw graphic (the default)
· 1 = Do not draw graphic

Integer

Set this keyword if you wish the slider units to be in integers.

LOCATIONS (Get, Set)

Set this keyword to an array of one two element vectors specifying the coordinates (measured in viewplane_rect units) used to position the slider. Each vector is of the form [x, y].

Long

Set this keyword if you wish the slider units to be in long.

Minimum

Minimum value of the slider

Maximum

Maximum value of the slider

NAME (Get, Set)

Set this keyword equal to a string containing the name associated with this object. The default is the null string, ' '.

Title

String for the title of the slider.

UVALUE (Get, Set)

Set this keyword to a value of any type. You can use this "user value" to contain any information you wish. Remember that if you set the user value equal to a pointer or object reference, you should destroy the pointer or object reference explicitly when destroying the object it is a user value of.

Value

Initial value of the slider.

Vertical

Set this keyword to have a slider that is laid out vertically.

Xsize

X dimension of the slider in the units used by the IDLgrView that it will be placed in.

YSize

Y dimension of the slider in the units used by the IDLgrView that it will be placed in.

ZVal

The z location where the slider should be placed.