

Scrollbar.mui

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Scrollbar.mui

Super class

[Group.mui](#)

Background

The Scrollbar class has no objects and attributes itself. It just connects a proportional gadget and two button gadgets with appropriate imagery to make up a scrollbar.

Since Scrollbar class is a subclass of Group class, every attribute and method is passed through to all of its children. Thus, you can talk and listen to a scrollbar as if it was just a single prop gadget.

You can use the attribute [MUIA_Group_Horiz](#) as with any other group to determine if the scrollbar should be horizontal or vertical. By default, a vertical scrollbar is generated.

Attributes

Attribute	Version	ISG	Type
MUIA Scrollbar IncDecSize	V20	ISG	ULONG
MUIA Scrollbar Type	V11	L.	LONG

MUIA_Scrollbar_IncDecSize

NAME

[MUIA Scrollbar IncDecSize](#) — V20 [ISG], ULONG, 0x80426c07

FUNCTION

Set the amount by which the scrollbar position is increased or decreased whenever one of the arrow buttons is clicked.

Defaults to 1.

MUIA_Scrollbar_Type

NAME

MUIA_Scrollbar_Type — V11 [I..], LONG, 0x8042fb6b

SPECIAL INPUTS

- MUIV_Scrollbar_Type_Default
- MUIV_Scrollbar_Type_Bottom
- MUIV_Scrollbar_Type_Top
- MUIV_Scrollbar_Type_Sym
- MUIV_Scrollbar_Type_None

FUNCTION

Specify a certain scrollbar type. Normally, you should respect the users choice and avoid using this attribute.

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