

Wt - Feature #2170

Progress bar with infinite loop

09/03/2013 03:23 PM - Vitaly Volochay

Status:	Feedback	Start date:	09/03/2013
Priority:	Normal	Due date:	
Assignee:	Koen Deforche	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Hello! In Qt it's possible to create progress bar with infinite loop by calling: QProgressBar* progress = new QProgressBar; progress->setRange(0, 0); After this progress slider is floating from left to right, after he reaches right edge, he appers on the left again etc... In Wt I tried the same and it doesn't work, how can I reach same effect?			

History

#1 - 09/10/2013 07:57 PM - Koen Deforche

- Status changed from New to Feedback

- Assignee set to Koen Deforche

Hey,

That's something we haven't implemented (yet). I guess you could easily work around it by setting its value modulo the range ?

koen

#2 - 09/11/2013 09:12 AM - Vitaly Volochay

Hm, don't think I'm understand how to do it. Could you please show me and example?

#3 - 09/11/2013 10:37 AM - Wim Dumon

I think Koen suggests this:

```
setRange(0, 10);
```

```
// and then repeatedly from time to time:  
setRange(((int)value() + 1) % maximum());
```

#4 - 09/12/2013 12:39 PM - Vitaly Volochay

Thanks, for your answer. I need little different effect, so decided to draw it by myself (WPaintedWidget), because I need it in decoration purposes.