

Answer to previous exercise on proportional scrollbars

 devblogs.microsoft.com/oldnewthing/20030805-00

August 5, 2003



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If you look at the WM_VSCROLL message, you'll see that the scroll position is a 16-bit value. So if the number of entries is more than 65535, you won't be able to use the scroll thumb to get to the ones at the end.

Try it: Change the value of `g_cItems` to 100000 and watch what happens.

The fix is to ignore the `pos` passed to the message and instead get it from the scrollbar. This helper function will prove useful.

```
UINT GetTrackPos(HWND hwnd, int fnBar)
{
    SCROLLINFO si;
    si.cbSize = sizeof(si);
    si.fMask = SIF_TRACKPOS;
    if (GetScrollInfo(hwnd, fnBar, &si)) {
        return si.nTrackPos;
    }
    return 0;
}
```

Change the two case statements in `OnVscroll` as follows:

```
case SB_THUMBPOSITION: ScrollTo(hwnd, GetScrollPos(hwnd, SB_VERT)); break;
case SB_THUMBTRACK:   ScrollTo(hwnd, GetTrackPos(hwnd, SB_VERT)); break;
```

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