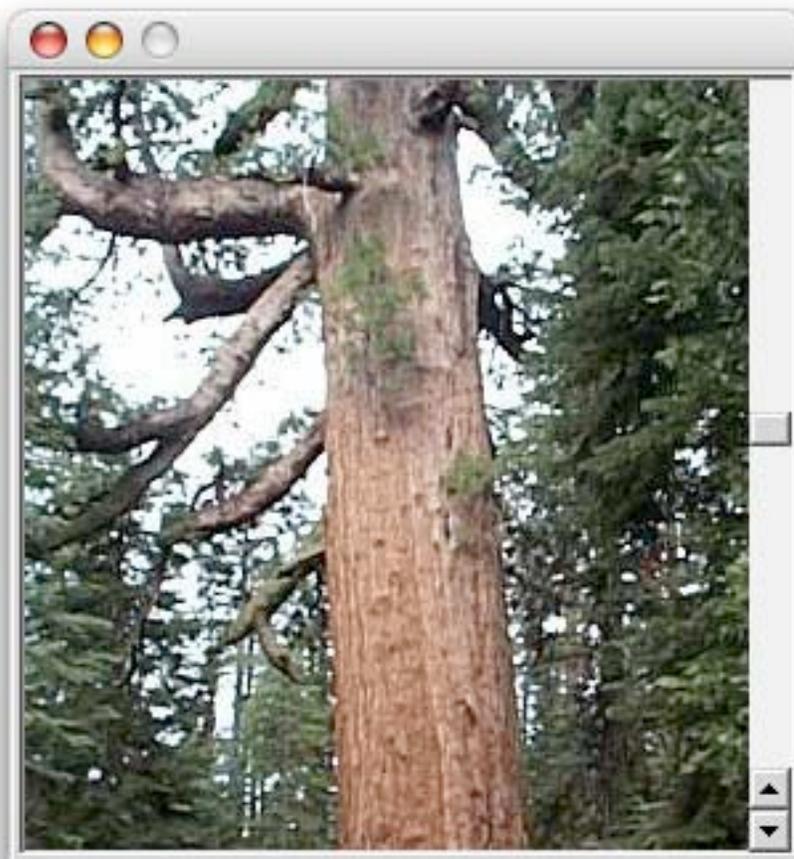# Custom Scrollbar Control

by Seth Willits

10-29-2005

Custom Scrollbar
For games and other applications where the interface is totally customized to offer a consistent, unique, or immersive experience it's necessary to have custom controls that have a custom appearance. This project creates a scrollbar (vertical only, but horizontal would be only a copy-paste and modification of the existing code in some areas) that behaves like a normal OS control but has a custom appearance (in this case it looks similar to a Windows scrollbar).

There's a lot of code in the project (but not too much) and trying to explain it would take quite some time, but since the class isn't yet completely finished, I want to hold of the explaination altogether until it's done. If you can follow along and understand how this control works, then you should definitely be able to make any kind of custom control

with rectangular hit parts. In the future we may look into how custom controls with irregular shapes work (like iTunes and QuickTime player).