

Forum:[Hack Forums](#)

Thread: [C# Aeonhack Net Seal Theme Progress Bar Wont Update](#)

Ponzi - February 9, 2014, 6:29 pm

OK I have used themes for a while and edited some, I am currently using AeonHack NetSeal Converted in C#. The progress bar wont show any progress until it reaches 100%. I am not using the default theme background and edited the colors but what is wrong with it?

Current code for progressbar

PHP Code

```
<?php
class NSProgressBar : Control
{
    private int _Minimum;
    public int Minimum
    {
        get { return _Minimum; }
        set
        {
            if (value < 0)
            {
                throw new Exception("Property value is not valid.");
            }

            _Minimum = value;
            if (value > _Value)
                _Value = value;
            if (value > _Maximum)
                _Maximum = value;
            Invalidate();
        }
    }

    private int _Maximum = 100;
    public int Maximum
    {
        get { return _Maximum; }
        set
        {
            if (value < 0)
            {
                throw new Exception("Property value is not valid.");
            }

            _Maximum = value;
            if (value < _Value)
                _Value = value;
            if (value < _Minimum)
```

```

        _Minimum = value;
        Invalidate();
    }
}

private int _Value;
public int Value
{
    get { return _Value; }
    set
    {
        if (value > _Maximum || value < _Minimum)
        {
            throw new Exception("Property value is not valid.");
        }

        _Value = value;
        Invalidate();
    }
}

private void Increment(int amount)
{
    Value += amount;
}

public NSProgressBar()
{
    SetStyle((ControlStyles)139286, true);
    SetStyle(ControlStyles.Selectable, false);

    P1 = new Pen(Color.FromArgb(225,225,225));
    P2 = new Pen(Color.FromArgb(238,238,238));
    B1 = new SolidBrush(Color.FromArgb(100, 100, 200));
}

private GraphicsPath GP1;
private GraphicsPath GP2;

private GraphicsPath GP3;
private Rectangle R1;

private Rectangle R2;
private Pen P1;
private Pen P2;
private SolidBrush B1;
private LinearGradientBrush GB1;

private LinearGradientBrush GB2;

private int l1;
private Graphics G;

```

```

protected override void OnPaint(System.Windows.Forms.PaintEventArgs e)
{
    G = e.Graphics;

    G.Clear(BackColor);
    G.SmoothingMode = SmoothingMode.AntiAlias;

    GP1 = ThemeModule.CreateRound(0, 0, Width - 1, Height - 1, 7);
    GP2 = ThemeModule.CreateRound(1, 1, Width - 3, Height - 3, 7);

    R1 = new Rectangle(0, 2, Width - 1, Height - 1);
    GB1 = new LinearGradientBrush(R1, Color.FromArgb(255,255,255), Color.FromArgb(238,238,
238), 90f);

    G.SetClip(GP1);
    G.FillRectangle(GB1, R1);

    I1 = Convert.ToInt32((_Value - _Minimum) / (_Maximum - _Minimum) * (Width - 3));

    if (I1 > 1)
    {
        GP3 = ThemeModule.CreateRound(1, 1, I1, Height - 3, 7);

        R2 = new Rectangle(1, 1, I1, Height - 3);
        GB2 = new LinearGradientBrush(R2, Color.FromArgb(100,100,200), Color.FromArgb(100,
100,155), 90f);

        G.FillPath(GB2, GP3);
        G.DrawPath(P1, GP3);

        G.SetClip(GP3);
        G.SmoothingMode = SmoothingMode.None;

        G.FillRectangle(B1, R2.X, R2.Y + 1, R2.Width, R2.Height / 2);

        G.SmoothingMode = SmoothingMode.AntiAlias;
        G.ResetClip();
    }

    G.DrawPath(P2, GP1);
    G.DrawPath(P1, GP2);
}
}

```

Only3 - February 10, 2014, 4:48 am

u need the theme base most of them if not all depend on it
or learn how to convert it to control

xSonoro - February 13, 2014, 1:37 pm

(Feb 9, 2014 07:29 PM)Ponzi Wrote: [\[CITE\]](#) OK I have used themes for a while and edited some, I am currently using AeonHack NetSeal Converted in C#. The progress bar wont show any progress

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    public int Minimum
    {
        get { return _Minimum; }
        set
        {
            if (value < 0)
            {
                throw new Exception("Property value is not valid.");
            }

            _Minimum = value;
            if (value > _Value)
                _Value = value;
            if (value > _Maximum)
                _Maximum = value;
            Invalidate();
        }
    }

    private int _Maximum = 100;
    public int Maximum
    {
        get { return _Maximum; }
        set
        {
            if (value < 0)
            {
                throw new Exception("Property value is not valid.");
            }

            _Maximum = value;
            if (value < _Value)
                _Value = value;
            if (value < _Minimum)
                _Minimum = value;
            Invalidate();
        }
    }

    private int _Value;
    public int Value
    {
        get { return _Value; }
```

```

set
{
if (value > _Maximum || value < _Minimum)
{
throw new Exception("Property value is not valid.");
}

_Value = value;
Invalidate();
}
}

private void Increment(int amount)
{
Value += amount;
}

public NSProgressBar()
{
SetStyle((ControlStyles)139286, true);
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P1 = new Pen(Color.FromArgb(225,225,225));
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}

private GraphicsPath GP1;
private GraphicsPath GP2;

private GraphicsPath GP3;
private Rectangle R1;

private Rectangle R2;
private Pen P1;
private Pen P2;
private SolidBrush B1;
private LinearGradientBrush GB1;

private LinearGradientBrush GB2;

private int I1;
private Graphics G;

protected override void OnPaint(System.Windows.Forms.PaintEventArgs e)
{
G = e.Graphics;

G.Clear(BackColor);
G.SmoothingMode = SmoothingMode.AntiAlias;

GP1 = ThemeModule.CreateRound(0, 0, Width - 1, Height - 1, 7);
GP2 = ThemeModule.CreateRound(1, 1, Width - 3, Height - 3, 7);

```

```

R1 = new Rectangle(0, 2, Width - 1, Height - 1);
GB1 = new LinearGradientBrush(R1, Color.FromArgb(255,255,255), Color.FromArgb(238,238,
238), 90f);

G.SetClip(GP1);
G.FillRectangle(GB1, R1);

I1 = Convert.ToInt32((_Value - _Minimum) / (_Maximum - _Minimum) * (Width - 3));

if (I1 > 1)
{
GP3 = ThemeModule.CreateRound(1, 1, I1, Height - 3, 7);

R2 = new Rectangle(1, 1, I1, Height - 3);
GB2 = new LinearGradientBrush(R2, Color.FromArgb(100,100,200), Color.FromArgb(100,100,
155), 90f);

G.FillPath(GB2, GP3);
G.DrawPath(P1, GP3);

G.SetClip(GP3);
G.SmoothingMode = SmoothingMode.None;

G.FillRectangle(B1, R2.X, R2.Y + 1, R2.Width, R2.Height / 2);

G.SmoothingMode = SmoothingMode.AntiAlias;
G.ResetClip();
}

G.DrawPath(P2, GP1);
G.DrawPath(P1, GP2);
}
}

```

You might use

Code this.Update();everytime the value changes.