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Thread: [Darkstorm Sliders Not Working! Please help](#)

Roh4n - July 17, 2019, 9:58 am

Came to hack forums to look for a solution to my sliders being disabled. When I try to drag the slider it doesn't drag, and I don't know why. I've spent about an hour trying to figure it out with no luck. Please help.

Here's the source:

```
Code public void createValueFrame() {
    Theme theme = getTheme();
    Frame valuesFrame = new BasicFrame("Values");
    valuesFrame.setTheme(theme);
    valuesFrame.setX(50);
    valuesFrame.setY(50);
    Dimension defaultDimension =
theme.getUIForComponent(valuesFrame).getDefaultSize(valuesFrame);
    valuesFrame.setWidth(defaultDimension.width);
    valuesFrame.setHeight(defaultDimension.height);
    valuesFrame.layoutChildren();
    valuesFrame.setVisible(true);
    valuesFrame.setClosable(false);
    valuesFrame.setMinimized(true);

    for (final Value v: Value.getVals()) {
        if (v.getValueDisplay() == null) continue;

        Slider slider = new BasicSlider(v.getName());
        slider.update();
        slider.setValueDisplay(v.getValueDisplay());
        slider.setValue((double)v.getValue());
        slider.setMaximumValue((double)v.getMax());
        slider.setMinimumValue((double)v.getMin());
        slider.setIncrement(0.100F);
        slider.setEnabled(true);
        slider.setValueChanging(true);
        slider.addSliderListener(new SliderListener() {
            @Override
            public void onSliderValueChanged(Slider slider) {
                v.setValue(slider.getValue());
            }
        });
        valuesFrame.add(slider);
    }
    addFrame(valuesFrame);
}
```

and here is the Value class (which is in the for loop)

```
Code public class Value {
```

```
private double value, min, max;
private String name;
private ValueDisplay valueDisplay;
private static ArrayList<Value> vals = new ArrayList<Value>();

public Value(String name, double value, double min, double max, ValueDisplay valueDisplay) {
    this.setName(name);
    this.setValue(value);
    this.setMin(min);
    this.setMax(max);
    this.setValueDisplay(valueDisplay);
    this.getVals().add(this);
}

public static ArrayList<Value> getVals() {
    return vals;
}

public String getName() {
    return name;
}

public void setName(String name) {
    this.name = name;
}

public ValueDisplay getValueDisplay() {
    return valueDisplay;
}

public void setValueDisplay(ValueDisplay valueDisplay) {
    this.valueDisplay = valueDisplay;
}

public double getValue() {
    return value;
}

public void setValue(double value) {
    this.value = value;
}

public double getMin() {
    return min;
}

public void setMin(double min) {
    this.min = min;
}

public double getMax() {
    return max;
}
```

```
}  
  
public void setMax(double max) {  
    this.max = max;  
}  
  
}
```

Please help!

rederpz - July 17, 2019, 2:00 pm

Hey gamer, first off: maybe don't use darkstorm. Sure, it's a good reference for when you're starting off, but you'll find making your own GUI the way you want it will be better for you.

Second: You need to call the `slider.update()` method on every tick (unsure if you're doing it based on the code you supplied).

Third: remember to always dab bro dabbing helps the world go 'round you know?

have a good day this post is a bit too hq for me

Edit: I think theres a method in like `GuiManager` that calls the update method on the sliders, not sure though...