

How to create a TScrollBar with a background bitmap

The example listed below shows a scrollbar with a *BackBitmap* property. You can set any picture you like there and it will be painted as the background of the control.

```
{ ... }
TMyPictureScrollBar = class(TScrollBar)
protected
  FBackBitmap: TBitmap;
  procedure CNctlColorScrollBar(var Msg: TMessage);
  message CN_CTLCOLORSCROLLBAR;
  procedure SetBackBitmap(AValue: TBitmap);
public
  constructor Create(AOwner: TComponent); override;
  destructor Destroy; override;
published
  property BackBitmap: TBitmap read FBackBitmap write SetBackBitmap;
end;

constructor TMyPictureScrollBar.Create(AOwner: TComponent);
begin
  FBackBitmap := TBitmap.Create;
  FBackBitmap.Canvas.Brush.Color := clYellow;
  inherited Create(AOwner);
end;

destructor TMyPictureScrollBar.Destroy;
begin
  FBackBitmap.Free;
  FBackBitmap := nil;
  inherited Destroy;
end;

procedure TMyPictureScrollBar.CNctlColorScrollBar(var Msg: TMessage);
begin
  if not FBackBitmap.Empty then
    FBackBitmap.Canvas.Brush.Bitmap := FBackBitmap;
    Msg.Result := FBackBitmap.Canvas.Brush.Handle;
end;

procedure TMyPictureScrollBar.SetBackBitmap(AValue: TBitmap);
begin
  FBackBitmap.Assign(AValue);
  Invalidate;
end;
```

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