
Subject: Problem adapting child Ctrl to scroller example code

Posted by [jjacksonRIAB](#) on Fri, 05 Apr 2019 07:35:56 GMT

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I end up with some strange pileup ofCtrls at either end of the document if I scroll quickly. What am I doing wrong?

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;  
int count = 0;
```

```
struct ChildTest : Ctrl {  
    int num=0;
```

```
    ChildTest() {  
        SetFrame(BlackFrame());  
        num = count;  
        count++;  
        SetRect(0, 0, 200, 50);  
    }
```

```
    void Paint(Draw& w) override {  
        LogPos lpos = GetPos();  
        int y = lpos.y.GetA();  
        auto sz = GetSize();
```

```
        w.DrawRect(sz, Color{ 255, 0, 0 } );
```

```
        String pos;  
        pos << "item: " << num << " x: " << lpos.x.GetA() << " y: " << lpos.y.GetA();  
        w.DrawText(10, 10, pos, Arial(14).Bold(), Color(0,0,0));  
    }  
};
```

```
struct App : TopWindow {  
    ScrollBar      sb;  
    int            count;  
    Vector<ChildTest*> items;
```

```
    int GetLineHeight() {  
        return 50;  
    }
```

```
    virtual void Paint(Draw& w)  
    {  
        Size sz = GetSize();  
        w.DrawRect(sz, SWhite);
```

```

int fcy = GetLineHeight();
int i = sb / fcy;
int y = i * fcy - sb;

String sbPos;
sbPos << i;

while(i < count && y < sz.cy) {
    auto item = items[i++];
    item->SetRect(0, y, 200, 45);
    y += fcy;
}

w.DrawText(200, 10, sbPos, Arial(14).Bold(), Color(0,0,0));
}

virtual void Layout()
{
    sb.SetPage(GetSize().cy);
}

virtual void MouseWheel(Point, int zdelta, dword)
{
    sb.Wheel(zdelta);
}

bool Key(dword key, int)
{
    return sb.VertKey(key);
}

void SetCount(int n)
{
    count = n;
    sb.SetTotal(n * GetLineHeight());
}

~App() {
    for(auto item : items) {
        delete item;
    }
}

App() {
    Sizeable().Zoomable().BackPaint();
    AddFrame(sb);
    sb.WhenScroll = [=] { Refresh(); };
    sb.SetLine(GetLineHeight());
}

```

```
for(int i = 0; i < 100; i++) {  
    ChildTest* ctrl = new ChildTest();  
    ctrl->SetRect(0, i * 50, 200, 45);  
    items.Add(ctrl);  
    AddChild(ctrl);  
}  
}  
};
```

GUI_APP_MAIN

```
{  
    App app;  
    app.SetRect(0, 0, 250, 500);  
    app.SetCount(100);  
    app.Run();  
}
```
