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Subject: Re: TreeCtrl Scroll triggers Parent Refresh  
Posted by [nixnixnix](#) on Mon, 03 Sep 2007 16:34:23 GMT  
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Hi Mirek,

I didn't put a test case together yet as my hypothesis was false.

What is actually happening is my nodes are set at width 300 and the initial width of my TreeCtrl is 250 so the nodes are overlapping onto the other window and invalidating that window triggering a repaint. (they are also invalidating the toolbar and menu bar above the TreeCtrl and the status bar below it)

IMO anything in the TreeCtrl should be clipped to the TreeCtrl. What do you think? Is there a command to do this or is this a bug?

Want a test case?

Nick

p.s. nice trick with the bright red invalidation

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