

Ooops, a bug. U++ default behaviour for Display is to Clip.

Quick fix:

```
void TreeCtrl::Paint(Draw& w)
{
    SyncTree();
    Size sz = GetSize();
    Point org = sb;
    scroller.Set(org);
    if(!nobg)
        w.DrawRect(sz, SColorPaper);
    int levelcx2 = levelcx >> 1;
    for(int i = 0; i < line.GetCount(); i++) {
        Line& l = line[i];
        if(l.ll >= 0) {
            int yl = line[i].y + item[l.itemi].GetSize().cy - org.y;
            int yh = line[l.ll].y + item[line[l.ll].itemi].GetSize().cy / 2 - org.y;
            if(yh >= 0 && yl < sz.cy) {
                int x = levelcx + levelcx * l.level + levelcx2 - org.x;
                w.DrawRect(x, yl, 1, yh - yl, SColorShadow);
            }
        }
    }
    Rect dri;
    for(int i = FindLine(org.y); i < line.GetCount(); i++) {
        Line& l = line[i];
        const Item& m = item[l.itemi];
        Size msz = m.GetSize();
        Size isz = m.image.GetSize();
        Size vsz = m.GetValueSize();
        int y = l.y - org.y;
        if(y > sz.cy)
            break;
        int x = 0;
        x = levelcx + l.level * levelcx - org.x;
        Point op = Point(x - levelcx2, y + msz.cy / 2);
        Rect r = RectC(x, y, vsz.cx + 2 * m.margin, msz.cy);
        if(l.itemi == dropitem) {
            dri = r;
            if(i == 0)
                dri.top++;
        }
    }
}
```

```

if(w.IsPainting(0, y, sz.cx, msz.cy)) {
    w.DrawRect(op.x, op.y, levelcx2, 1, SColorShadow);
    if(m.canopen || m.child.GetCount()) {
        Image im = m.isopen ? CtrlImg::treeminus() : CtrlImg::treeplus();
        op -= im.GetSize() / 2;
        w.DrawImage(op.x, op.y, im);
    }
    w.DrawImage(x, y + (msz.cy - isz.cy) / 2, m.image);
    x += isz.cx;
    Color fg, bg;
    dword st;
    const Display *d = GetStyle(i, fg, bg, st);
    if(!(m.ctrl && m.ctrl->IsWantFocus())) {
        w.DrawRect(x, y, vsz.cx + 2 * m.margin, msz.cy, bg);
        Rect r = RectC(x + m.margin, y + (msz.cy - vsz.cy) / 2, vsz.cx, vsz.cy);
        w.Clip(r);
        d->Paint(w, r, m.value, fg, bg, st);
        w.End();
        if(i == cursor && !nocursor && multiselect && GetSelectCount() != 1 && HasFocus()
            && !IsDragAndDropTarget())
            DrawFocus(w, r, st & Display::SELECT ? SColorPaper() : SColorText());
    }
}
}
}
if(dropitem >= 0 && dropinsert)
    DrawHorzDrop(w, dri.left - 2, dropinsert < 0 ? dri.top : dri.bottom - 1,
        sz.cx - dri.left + 2);
}

```

Mirek
