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Subject: 2 Minor drawing bugs with fixes  
Posted by [mrjt](#) on Fri, 07 Sep 2007 14:49:15 GMT  
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1- LabelBox drawing image at incorrect y-coord. Static.cpp line 118 changed to:  
Size ts = PaintLabel(w, d + 2, ty, sz.cx, lsz.cy, !IsShowEnabled(), false, false,  
VisibleAccessKeys());  
(Changed sz.cy to lsz.cy)

2- ArrayCtrl ignores Transparent. ArrayCtrl.cpp line 735 changed to:  
if (!IsTransparent()) w.DrawRect(r, SColorPaper); And now works correctly.

Cheers,  
James

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