
Subject: Re: TreeCtrl Scroll triggers Parent Refresh
Posted by [mirek](#) on Wed, 12 Sep 2007 10:08:16 GMT
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Should be fixed, sorry for delay, took quite a lot of time to find it....

Quick fix:

```
Ctrl *Ctrl::GetTopRect(Rect& r, bool inframe)
{
    if(!inframe) {
        r &= Rect(GetSize());
        r.Offset(GetView().TopLeft());
    }
    if(parent) {
        r.Offset(GetRect().TopLeft());
        return parent->GetTopRect(r, InFrame());
    }
    return this;
}
```