Subject: Re: Collapsable/Expandable Frame
Posted by mrjt on Tue, 20 Nov 2007 11:59:21 GMT

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Hmm. Strange bug that, for me it only seems to effect vertical frames and I can't see any reason why this should be the case.

Anyway, it seems to to do with Upp backpainting and the fix is quite simple. I've uploaded the package again, and incase you've made changes yourself here is the fix:

```
ExpandFrame::ExpandFrame()
{
 style = NULL;
 child_size = 0;
 childfocus = false;
 ignorefocus = false;
 expand = false;
 type = 0;
 btn.Transparent(); // Bugfix
 Add(btn);
}
```
All this is for dev-11, as I think it was a new bug from this release, but this should not break nay older version.

And to Mirek: I'm hoping to improve the Chameleon skin for this, but I'm having problems accessing the correct theme settings. Is it possible to expose/access theme settings for window titlebars? I think the settings are available (in Win32 at least), but not currently used by Upp.

James