
Subject: Re: Frames dissapearing and Buttons not drawing

Posted by [mirek](#) on Fri, 01 Feb 2008 21:34:38 GMT

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cbpporter wrote on Wed, 30 January 2008 08:45Hi!

I have here a test case of a bug I noticed a while ago, but I thought it was my fault. It seems it was not.

To reproduce, I created a window with a layout. I inserted a centered Picture and a FrameRight. The FrameRight contains a Button.

When you start the application, the initial size is so small, that the frame is not visible. You will have to enlarge the window horizontally to see it.

Issue #1: I don't think this is intentional, but as you see in the test case, if the window is too narrow, but still a lot wider than needed to display the frame, the frame disappears. I think it should be visible all the time. Just resize the window, and you'll see how it keeps disappearing a reappearing.

Issue #2: Enlarge the window so that the frame appears. Then reduce it's width so that it gets very close to the limit where the frame would disappear, but not quite as much. You are basically at the limit, reducing width by 5 pixels, will cause it to disappear. Now, move your mouse over the Button from the frame. The Button will be painted completely white.

Thanks, I have forgot about this case while implementing latest CtrlDraw optimization...

Fix:

```
Ctrl *Ctrl::FindBestOpaque(const Rect& clip)
{
    Ctrl *w = NULL;
    for(Ctrl *q = GetFirstChild(); q; q = q->GetNext()) {
        if(q->IsVisible() && GetScreenView().Contains(q->GetScreenRect())) {
            Rect sw = q->GetScreenView();
            if((q->GetOpaqueRect() + sw.TopLeft()).Contains(clip)) {
                w = q;
                Ctrl *h = q->FindBestOpaque(clip);
                if(h) w = h;
            }
        }
        else
            if(q->GetScreenView().Contains(clip))
                w = q->FindBestOpaque(clip);
        else
            if(q->GetScreenRect().Intersects(clip))
                w = NULL;
    }
}
```

```
}  
}  
return w;  
}
```

Mirek
