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Subject: CtrlPaint Bug: Frame draws outside of Ctrl

Posted by [mrjt](#) on Tue, 01 Apr 2008 15:37:59 GMT

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If you have a Ctrl with FrameCtrl type frames large enough to exceed the width/height of the ctrl there is nothing to prevent them drawing outside the ctrl's rect. I've attached a test package.

Simple solution (Ctrl::CtrlPaint, CtrlCore/CtrlDraw.cpp):

```
w.Clip(orect); // New clip
for(q = firstchild; q; q = q->next)
  if(q->IsShown())
    if(q->InFrame()) {
        // Draw CtrlFrame
    }
else
  hasviewctrls = true;
if(viewexcluded)
  w.End();
w.End(); // End new clip
```

Although I'm sure you can find a better solution.

James

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### File Attachments

1) [ExpandFrame.zip](#), downloaded 368 times

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