
Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl

Posted by [mrjt](#) on Mon, 07 Apr 2008 09:35:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry. Perhaps it wasn't a very clear example, I just happened to be testing something else so I used that package.

It's also a bit clearer if you add an additional BlackFrame. The 'AAAA...' label is outside the rect that contains the frame, but as you can see is being overlapped by the frames:

and this is what it should look like:

A perfect fix would preserve the bottom of the BlackFrame also, but that may be difficult.

James

File Attachments

- 1) [bug.png](#), downloaded 624 times
 - 2) [fix.png](#), downloaded 605 times
-