Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl
Posted by mirek on Fri, 11 Apr 2008 12:42:56 GMT

OK, I see. I am aware about this issue, I have left it untouched as the solution you suggest is just partial...

I have "resolved" the issue by "defining" that it is frame responsibility to place its widgets correctly. After all, cliping is not for free.

Anyway, this is definitely arguable... I welcome any more hints but maybe you should consider how hard would be to fix your FrameLayout routine...

Mirek