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

Posted by [mrjt](#) on Fri, 11 Apr 2008 17:48:11 GMT

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Quote:

I have "resolved" the issue by "defining" that it is frame responsibility to place its widgets correctly. After all, clipping 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...

Fair enough, though this problem is present with every Ctrl-based frame. The usage above is just an extreme case but it possible with a ScrollBar for instance and can be really ugly. This causes problems mainly when you have dynamic layouts (like window docking) where you can't enforce minimum ctrl sizes.

Besides, I don't see how I can implement a visually acceptable solution from FrameLayout since I can only control the size, and scaling it is the wrong approach.

But I can always just apply the fix to my uppsrc, it's cool . I'll have another look to see if a solution is possible without adding a whole extra clip though.

Cheers,
James
