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

Posted by [mirek](#) on Sat, 12 Apr 2008 02:45:23 GMT

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mrjt wrote on Fri, 11 April 2008 13:48Quote:

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.

What about using ParentCtrl as the "inframe" ctrl and putting real widget inside? You can keep "correct" sizes of your real widgets and you can limit the size of ParentCtrl to provide necessary clipping.

Quote:

I'll have another look to see if a solution is possible without adding a whole extra clip though.

Well, I would have nothing against adding an extra clip, if it would really solved the problem... Anyway, as your black frame suggests, the problem is solved only partially...

Obviously, the trouble is that frame ctrls are "disconnected" from respective frames.

Mirek

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