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Subject: Re: 603.r9 TreeCtrl etc. one more repaint optimization bug?

Posted by [fudadmin](#) on Fri, 24 Mar 2006 18:31:57 GMT

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luzr wrote on Thu, 23 March 2006 21:58Not a bug - what you requested is what you got.

You are using Ctrl as base for DirView. Ctrl is implicitly opaque, means it has to paint its content.

```
Add(horz.Horz().VSizePos(50,50));
```

creates strips at top and bottom - and you never paint them.

Either add a Paint to DirView, or make in transparent so that TopWindow takes care of painting (by painting standard light-gray background).

As you are here composing several child Ctrl's into single bigger one, you might consider using ParentCtrl as the base class for DirView. The only real difference from Ctrl is that ParentCtrl is transparent by default.

Mirek

Thanks. Great. I was thinking: "Where I could use ParentCtrl..."

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