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Subject: Re: Problem with ScrollContainer...  
Posted by [mrjt](#) on Wed, 15 Jul 2009 12:05:49 GMT  
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Try the attached package.

In this example I haven't set max size. For layouts as in the example you would proabbly just want `SetMaxSize(GetMaxSize())`

One mistake you'd made was doing layout in the Paint routine. This should generally be avoided.

Also when Painting all drawing coords are already take any frames into account, so you don't have to worry about the view yourself (I made the same mistake when I started). Just do:

```
Rect r = GetSize()
// Draw background
w.DrawRect(r);
// Draw Text in top-left corner
w.DrawText(0, 0, "TEXT");
```

Hope that helps.

#### File Attachments

1) [CtrlLibTest.zip](#), downloaded 502 times

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