Subject: Re: Paint outside Ctrl Rect
Posted by mirek on Tue, 24 Nov 2009 14:01:17 GMT

koldo wrote on Mon, 23 November 2009 11:36Hello mrjt

Unfortunately the control is clipped too with OverPaint().

Best regards
Koldo

Ctrl view is. Its Frames are not.

Frankly, your request is quite specific, it makes the whole paradigm upside-down. Anyway, we had similar problem in the past as X11 input fields paint outside too. But that is just frame...

In practice, I do no undestand why you would want something like that... It is like requiring regular host platform windows to paint one over another.

But I guess you should be able to reuse frame overpaint to this:


```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct OverCtrl : public Ctrl, public CtrlFrame {
 virtual void FrameAddSize(Size& sz) {}
 virtual void FrameLayout(Rect& r) {}
 virtual void FramePaint(Draw& w, const Rect& r) {
  w.DrawRect(r.left - 10, r.top - 10, r.GetWidth() + 20, r.GetHeight() + 20, Blue());
  w.DrawRect(r, Red());
 }

 virtual int OverPaint() const { return 10; }

 OverCtrl() {
  SetFrame(*this);
 }
};

GUI_APP_MAIN
{
 OverCtrl ctrl;
 TopWindow win;

 win.Add(ctrl.LeftPos(40, 40).TopPos(40, 10));
```

```
 win.Run();
}
```

Mirek