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Subject: Re: RichText scrolling problem

Posted by [javelin](#) on Fri, 19 Feb 2010 06:14:10 GMT

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Hello Sergey,

Thanks for the suggestion but the scrollbar and scroller instances of RichTextView are private and so can't be accessed. Anyway, I think I found the solution. I found out that if you get the difference of ScrollBar::Get() and ScrollBar::GetTotal() (both exposed respectively as RichTextView::GetSb() and RichTextView::GetSbTotal()), you get a certain magic number which means that you're scrolled to the very bottom of the whole text. I don't know how to get this number so I just did a sort of hack to get it:

```
int sb = output_.GetSb(), tsb = output_.GetSbTotal();
```

```
output_ <<= ~output_ + qtf;
```

```
if (!sb && !tsb) { //Both are still zero if view has nothing.
```

```
    _output.ScrollEnd();
```

```
    _sbConst = _output_.GetSbTotal() - _output_.GetSb(); // _sbConst is a member var initialized  
here to contain the magic number
```

```
} else {
```

```
    ASSERT(_sbConst > 0);
```

```
    if (tsb - sb != _sbConst) _output_.SetSb(sb);
```

```
    else _output_.ScrollEnd();
```

```
}
```

Thanks to all the people behind U++ for such an awesome platform!

Mark

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