
Subject: Re: BUGFIX: ExpanderFrame
Posted by [mrjt](#) on Thu, 15 Jul 2010 09:50:01 GMT
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I've re-written the painting routines completely and expanded the style flexibility so that the previous hacks to make ButtonStyle work are no longer necessary.

The only problem is that vertical usage will require the developer to create their own skin but I don't think anyone will actually use it like that anyway.

Changes are in the SVN.
