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Subject: Re: Could anyone create a small example with the new ScrollArea?

Posted by [mirek](#) on Wed, 03 May 2006 10:44:04 GMT

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fudadmin wrote on Wed, 03 May 2006 05:14 Then I would kindly to ask you a brief description of how to use those methods in Ctrl.h

```
void    ScrollView(const Rect& r, int dx, int dy);
void    ScrollView(int x, int y, int cx, int cy, int dx, int dy);
void    ScrollView(int dx, int dy);
void    ScrollView(const Rect& r, Size delta)  { ScrollView(r, delta.cx, delta.cy); }
void    ScrollView(Size delta)                { ScrollView(delta.cx, delta.cy); }
```

I guess they are quite obvious after explaining one fundamental thing:

All those functions should be considered as variant of Refresh. Means, they are optimized Refresh where programmer asserts that portion of view area can be obtained by scrolling the current content.

CtrlCore then decides what to do. In fact, it can and does perform simple Refresh instead of scrolling if it fits better.

(BTW, there is still one important unimplemented optimization regarding child Ctrl move / view scroll....)

(BTW2, maybe we should also consider detection of "pane move" and implement it using scrolling optimization where possible).

Mirek

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