
Subject: Re: "ScrollArea"...

Posted by [fudadmin](#) on Fri, 07 Jul 2006 23:47:34 GMT

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```
ScrollArea::ScrollArea()
{
    SetWorkSize(Size(1000,1000));
    AddFrame(sc);
    Add(work);

    sc.HideX(); //
    // sc.HideY(); // ADDED uncomment to hide...

    sc.WhenScroll=THISBACK(Scroll);
    // AddFrame(ThinOutsetFrame());
    AddFrame(ThinInsetFrame());
}
```

OK?
