Subject: TreeCtrl display bug
Posted by cbpporter on Thu, 18 May 2017 13:51:32 GMT

U++ has this nice feature when some item can't be displayed in a rect, a tool-tip appears with the full text.

This works fine with a narrow TreeCtrl where you add a very wide child. Mouse-over the child and it will popup perfectly.

But if I add a display to the TreeCtrl, the popup jumps up about 2-3 pixels vertically.

This is an incredibly serious mega bug :lol:.

```
treetest::treetest()
{
 CtrlLayout(*this, "Window title");

 tree.SetRoot(Image(), "test");
 tree.SetDisplay(Single<ItemDisplay>());
 tree.Add(0, Image(), "aaaaaaaaaaaaaaaa");
 tree.Open(0);
}
```

Comment out the tree.SetDisplay(Single<ItemDisplay>()); and the tool-tip vertical jump is no more.

Test case attached.

File Attachments
1) treetest.zip, downloaded 343 times