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

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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 337 times