
Subject: Re: Problem adapting child Ctrl to scroller example code

Posted by [mirek](#) on Fri, 05 Apr 2019 08:23:43 GMT

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Well, the reason is pretty obvious here - you are only setting new positions to a subset of widgets, so the rest of them stays where they are.

I have fixed it for you, being there I could not resist to "beautify" and "make more U++" it... :)

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct ChildTest : Ctrl {  
    int num=0;
```

```
    ChildTest(int num) : num(num) {  
        SetFrame(BlackFrame());  
        SetRect(0, 0, 200, 50);  
    }
```

```
    void Paint(Draw& w) override {  
        LogPos lpos = GetPos();  
        int y = lpos.y.GetA();  
        Size sz = GetSize();
```

```
        w.DrawRect(sz, AdjustIfDark(Color{ 255, 0, 0 }));
```

```
        String pos;  
        pos << "item: " << num << " x: " << lpos.x.GetA() << " y: " << lpos.y.GetA();  
        w.DrawText(Zx(10), Zy(10), pos, Arial(14).Bold());  
    }  
};
```

```
struct App : TopWindow {  
    ScrollBar      sb;  
    Array<ChildTest> items;
```

```
    int GetLineHeight() {  
        return Zy(50);  
    }
```

```
    void Sync() {  
        for(int i = 0; i < items.GetCount(); i++)  
            items[i].SetRect(0, i * GetLineHeight() - sb, Zx(200), Zy(45));  
    }
```

```

void Paint(Draw& w) override
{
    Size sz = GetSize();
    w.DrawRect(sz, SWhite());
}

void Layout() override
{
    sb.SetPage(GetSize().cy);
}

void MouseWheel(Point, int zdelta, dword) override
{
    sb.Wheel(zdelta);
}

bool Key(dword key, int) override
{
    return sb.VertKey(key);
}

App() {
    Sizeable().Zoomable(); // Backpaint is now default

    for(int i = 0; i < 100; i++)
        Add(items.Create<ChildTest>(i));

    AddFrame(sb);
    sb.WhenScroll = [=] { Sync(); };
    sb.SetLine(GetLineHeight());
    sb.SetTotal(items.GetCount() * GetLineHeight());

    Sync();
}

GUI_APP_MAIN
{
    App app;
    app.SetRect(0, 0, Zx(250), Zy(500));
    app.Run();
}

```

Most important changes: Doing that in Paint is ugly, using 'new' is shunned upon. And you better make your app ready for UHD...
