Subject: How do I add scrollbars to a dialog Posted by awksed on Sun, 30 Jun 2019 12:46:19 GMT View Forum Message <> Reply to Message

I have a TopWindow derived dialog with (currently) empty layout and StaticText and ArrayCtrl controls inserted with new and Add().

The dialog is resizable.

I wish to allow controls hidden by the resizing to be scrolled into view.

I added to the dialog ctor:

```
AddFrame(m_Sb); // (ScrollBars m_Sb;)
```

m_Sb.HideX(); m_Sb.WhenScroll = [=] { Ctrl::Refresh(); };

but no joy (no scrollbar appears).

How do I do this?

Thanks.

Page 1 of 1 ---- Generated from U++ Forum