
Subject: Re: How do I add scrollbars to a dialog
Posted by [awksed](#) on Mon, 01 Jul 2019 10:37:17 GMT
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Got a little further with this. V scrollbar appears ok but client ArrayCtrl and StaticText controls are not redrawn.

How do I get the visible area to redraw on scrolling?

```
MyDlg::MyDlg()
{
    AddFrame(m_Sb); // (ScrollBars m_Sb;)

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

void MyDlg::Init()
{
    .
    .
    .
    Size S = {0, nWindowHeight};

    m_Sb.SetTotal(S);
    m_Sb.SetPageY(nWindowHeight); // No scrollbar initially
    m_Sb.SetLine(0);
}

void MyDlg::Layout()
{
    m_Sb.SetPageY(GetRect().GetSize());
}
```