

Hello,

I'm pretty new to Ultimate++, and I've been fiddling with it on and off for a couple of days now. Everything was going well until I decided to test my concept.

The general idea is that I would like to have something like a panel containing sub-controls in a form of a vertical list. Now, I want to be able to scroll through those controls. Here's a simplified version of what I've come up with so far:

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

using namespace Upp;

struct ButtonPanel : Ctrl
{
    Vector<Button*> buttons;
    const int btnHeight = 100;

    ButtonPanel(int n)
    {
        for (int i = 0; i < n; ++i) {
            Button *btn = new Button();
            btn->SetLabel("Button " + AsString(i + 1));
            buttons << btn;
            *this << btn->HSizePos(0, 0).TopPos(i * btnHeight, btnHeight);
        }
    }

    ~ButtonPanel()
    {
        for (Button *btn : buttons) {
            delete btn;
        }
    }

    int getHeight()
    {
        return buttons.size() * btnHeight;
    }
};

struct MainWindow : TopWindow
{
```

```

ButtonPanel btnPanel;
ScrollBar scrBar;
bool isLoaded;

MainWindow() :
    btnPanel(163), // <-- here
    isLoaded(false)
{
    CenterScreen().Sizeable().Zoomable();
    Title("ScrollTest");
    AddFrame(scrBar);
    scrBar.SetLine(btnPanel.btnHeight);
    scrBar.SetTotal(btnPanel.buttons.size() * btnPanel.btnHeight);
    scrBar.WhenScroll = [=] { Refresh(); };
}

virtual void Layout()
{
    scrBar.SetPage(GetSize().cy);
}

void MainWindow::MouseWheel(Point, int zdelta, dword)
{
    scrBar.Wheel(zdelta);
}

virtual void Paint(Draw& w)
{
    w.DrawRect(GetSize(), SGray);
    if (!isLoaded) {
        *this << btnPanel.HSizePos(0, 0).TopPos(0, btnPanel.getHeight());
        isLoaded = !isLoaded;
    }
    // moving entire panel based on scroll position
    btnPanel.TopPos(-scrBar, btnPanel.getHeight());
}
};

GUI_APP_MAIN
{
    MainWindow mainWin;
    mainWin.Run();
}

```

It seems that for heights roughly above 16,300 pixels, things start getting out of control. For example, if I change the number of buttons from 163 to 164 in the code above, I'm not able to see any buttons.

Unless there's some internal bug I'm unaware of, I honestly can't see what I'm doing wrong (at least conceptually).

Any help would be greatly appreciated. If there's a better way to accomplish what I'm trying to do, please also let me know.

Thank you.
