
Subject: Re: Problem with ScrollBar and multiple controls

Posted by [mirek](#) on Thu, 04 Jul 2019 08:58:45 GMT

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ultimatecoding wrote on Wed, 03 July 2019 01:00 Unless there's some internal bug I'm unaware of, I honestly can't see what I'm doing wrong (at least conceptually).

There is internal limitation, positions are limited to +/-16383. The general reason is that sometimes we are using large numbers of widgets, e.g. in ArrayCtrl, so optimizing sizeof(Ctrl) makes sense.

Quote:

If there's a better way to accomplish what I'm trying to do, please also let me know.

You can definitely achieve what you want, you just need to place widgets relatively to view and eventually just hide / show those that are out of range. Or alternatively place them to some "out of view" position (likely y pos at 32000). (This is done e.g. in ArrayCtrl::SyncLineCtrls(int i, Ctrl *p) near the end of the method).

Also, doing this in Paint is ugly. You should rather have some "Sync positions" methods and call it from WhenScroll...

Mirek
