
Subject: Re: Problem with ScrollBar and multiple controls
Posted by [ultimatecoding](#) on Sat, 06 Jul 2019 21:07:47 GMT
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Thank you for your reply and the explanation.

mirek wrote on Thu, 04 July 2019 10:58 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. That's the workaround I've found. It seems to work correctly for regular controls, but when I try to add an OpenGL control, such as the one used here [https://www.ultimatepp.org/reference\\$OpenGL\\$en-us.html](https://www.ultimatepp.org/reference$OpenGL$en-us.html), the part of the control that should be hidden as I scroll is actually drawn on top of any other controls, such as menu bars or tool bars. It looks like it's constrained only by the window itself. Is it possible to have multiple OpenGL controls that would be scrollable without that side-effect?

mirek wrote on Thu, 04 July 2019 10:58 Also, doing this in Paint is ugly. You should rather have some "Sync positions" methods and call it from WhenScroll...
Yeah, now I see that's not the best idea. I was basically just using this [https://www.ultimatepp.org/reference\\$ScrollBar\\$en-us.html](https://www.ultimatepp.org/reference$ScrollBar$en-us.html) as my template without giving it too much thought.

Thanks again.
