Subject: Re: Problem with ScrollBar and multiple controls
Posted by mirek on Tue, 09 Jul 2019 06:20:12 GMT

ultimatecoding wrote on Sat, 06 July 2019 23:07Thank you for your reply and the explanation.

mirek wrote on Thu, 04 July 2019 10:58You 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, 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?

Well, OpenGL is sometimes tricky. What is your platform?

Mirek