
Subject: Re: Problem with ScrollBar and multiple controls
Posted by [ultimatecoding](#) on Wed, 10 Jul 2019 15:20:41 GMT
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I was testing that on Windows 10.

I can think of two solutions:

Decrease the height of the OpenGL control as it goes off-screen while trying to prevent its content from moving/resizing. Use just one OpenGL control with several vertical sections and try to synchronize it with the scroll bar.

Another option would be to drop OpenGL altogether and try to use Ultimate++'s drawing system, since the shapes I'd like to draw are not very complex, and they're not necessarily 3D. However, using OpenGL would make that part of the code more portable, so I kind of want to stick with OpenGL. I'm trying to avoid relying too much on a specific GUI library/framework.

By the way, ArrayCtrl seems to have the same problem.
