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Subject: Background of items in splitter is sometimes is incorrectly painted black  
Posted by [Maginor](#) on Fri, 12 Mar 2021 13:26:38 GMT

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Edit: Never mind, the error seems to be fixed when I make TopPanel and BottomPanel inherit from ParentCtrl instead of Ctrl.

Hi,

In the below example, if you hover over the option, it's background becomes black.

If you push the button, which changes the text of the label, the background of the label becomes black.

SplitterBackgroundBug.h :

```
#ifndef _SplitterBackgroundBug_SplitterBackgroundBug_h
#define _SplitterBackgroundBug_SplitterBackgroundBug_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <SplitterBackgroundBug/SplitterBackgroundBug.lay>
#include <CtrlCore/lay.h>

class TopPanel : public WithTopPanelLayout<Ctrl> {
public:
    TopPanel();
};

class BottomPanel : public WithBottomPanelLayout<Ctrl> {
public:
    BottomPanel();
};

class SplitterBackgroundBug : public TopWindow {
public:
    SplitterBackgroundBug();

    void ButtonPushed();

private:
    TopPanel toppanel;
    BottomPanel bottompanel;
```

```
Splitter split;  
};
```

```
#endif
```

```
SplitterBackgroundBug.lay :
```

```
LAYOUT(TopPanelLayout, 292, 28)  
ITEM(Upp::Option, myopt, SetLabel(t_("An option")).LeftPosZ(8, 72).TopPosZ(4, 16))  
END_LAYOUT
```

```
LAYOUT(BottomPanelLayout, 412, 28)  
ITEM(Upp::Button, mybutton, SetLabel(t_("Push this")).LeftPosZ(4, 56).TopPosZ(4, 15))  
ITEM(Upp::Label, mylabel, SetLabel(t_("This label changes when you push the  
button")).LeftPosZ(64, 340).TopPosZ(4, 19))  
END_LAYOUT
```

```
main.cpp :
```

```
#include "SplitterBackgroundBug.h"
```

```
SplitterBackgroundBug::SplitterBackgroundBug()
```

```
{  
Title("Click the button");  
SetRect(0, 0, 400, 200);  
Sizeable();
```

```
split.Vert();  
split.Add(toppanel);  
split.Add(bottompanel);  
Add(split.SizePos());
```

```
bottompanel.mybutton.WhenPush = [this]() { ButtonPushed(); }; // THISBACK(ButtonPushed);  
//<- doesn't work for some reason...  
}
```

```
void SplitterBackgroundBug::ButtonPushed()  
{  
bottompanel.mylabel.SetText("The button was pushed");  
}
```

```
TopPanel::TopPanel()  
{  
CtrlLayout(*this);  
}
```

```
BottomPanel::BottomPanel()
{
    CtrlLayout(*this);
}
```

```
GUI_APP_MAIN
{
    SplitterBackgroundBug().Run();
}
```

## File Attachments

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1) [splitterbug.png](#), downloaded 397 times

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