Hi,

Quote:So in java they have JScrollPane which you can stick any control into to add scrolling.

Is there anything like this in U++ I know that U++ has scroll bars and what not but from what I can cell I would need to implement a custom draw routine if I just added a scrollbar to the control.

If you need to scroll the paint area of a window, you can use relevant Ctrl methods (ScrollView etc).

However, if you need a scrollable pane that can contain child ctrls (so they can be scrolled), then there is AutoScroller in UppHub.

Best regards, Oblivion

Page 1 of 1 ---- Generated from U++ Forum