
Subject: Re: ToolBar as Ctrl not as Frame [BUG?]
Posted by [fallingdutch](#) on Sat, 28 Oct 2006 21:38:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Found the Problem:

you need to refresh the layout because then the toolbar will be drawn - this is automagically called when the toolbar is used as Frame.

Why isn't Layout called when added to a Ctrl or when Repositioned (SetPos)?

is there a nicer solution instead of calling either RefreshLayoutDeep() or toolbar.RefreshLayout() ?

A solution could be to add RefreshLayout in the function ParentChanged(), or wouldn't that help?

Bas
