
Subject: Bug: adding HScrollBar uses sbar as item
Posted by [luoganda](#) on Mon, 16 Apr 2018 14:16:10 GMT
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This is for v11658,
adding HScrollBar(orAny) uses scroll bar as if was an item,
not a separate frame, so scrollbar size is resizing with other items.
Scrollbar is also taken a little out off place, it's with the rest of items.

Subject: Re: Bug: adding HScrollBar uses sbar as item
Posted by [mirek](#) on Mon, 23 Apr 2018 09:16:14 GMT
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luoganda wrote on Mon, 16 April 2018 16:16This is for v11658,
adding HScrollBar(orAny) uses scroll bar as if was an item,
not a separate frame, so scrollbar size is resizing with other items.
Scrollbar is also taken a little out off place, it's with the rest of items.

Can you be more specific please? Testcase maybe so that I know what are you talking about? :)

Subject: Re: Bug: adding HScrollBar uses sbar as item
Posted by [luoganda](#) on Tue, 24 Apr 2018 16:30:04 GMT
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ok, here it goes...
... i meant VScrollBar not HScrollBar, but it's probably the same for HScrollBar.
Adding VScrollBar to window is ok, while adding to Splitter is the similar as it
would be written for item, eg 'Splitter << vscrollbar'.
In src code, it probably uses(and displaces) sbFrameCtrl as normal item.

For now - a workaround is needed for this,
like some wrapper ctrl to which VScrollBar and Splitter are added.

File Attachments

1) [tpSplitterAndVSBar.7z](#), downloaded 334 times

Subject: Re: Bug: adding HScrollBar uses sbar as item
Posted by [mirek](#) on Wed, 25 Apr 2018 06:30:55 GMT
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After fixing your 'testcase', it works as expected:

ScrollBar is regular widget, so Splitter does what is supposed to do - use it as splitter part.

BTW, would be so hard to provide working testcase, one that I only unpack in MyApp, select and run? Not the bunch of files that are not in proper folder and do not compile? Perhaps add a screenshot of the problem even?

I am adding 'fixed' testcase as I am not 100% sure that I have edited it the right way.

File Attachments

- 1) [Clipboard01.png](#), downloaded 698 times
 - 2) [tpSplitterAndVSBar.zip](#), downloaded 345 times
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Subject: Re: Bug: adding HScrollBar uses sbar as item
Posted by [luoganda](#) on Wed, 25 Apr 2018 16:12:01 GMT
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it can't be so much like a regular widget(in point of view when using it as scrollBar,not item), because normally when AddFrame is used to add scrollbar to some ctrl, no SizePos etc is needed for it to pos it correctly.

I meant exactly as it's written in original code that i posted.

<<I want to add VScrollBar to Splitter via AddFrame, so that inner ctrls would be scrollable>>, and they would be(for now) scrollable manually because of customization(automatically is probably not possible for now).

Similar effect is(could) be used with ColumnList(which already has scrollbars), but i want to explicitly customize Splitter for this (possibly without workarounds).

Adding Splitter.AddFrame(VScrollBar) makes similar effect like posted screenshot, but with scrollbar a little out of place.

I thought this is a bug - but it would be a neat feature if scrollbars could be added to Splitter, like for TopWindow.

I don't know though, what effect is with other controls if scrollbars are added to it, eg Ctrl - probably works as in TopWindow.

Subject: Re: Bug: adding HScrollBar uses sbar as item
Posted by [mirek](#) on Wed, 25 Apr 2018 17:25:08 GMT
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OK, I finally see what you complain about. Should be now fixed in trunk:

File Attachments

- 1) [Clipboard01.png](#), downloaded 614 times
-

Subject: Re: Bug: adding HScrollBar uses sbar as item
Posted by [luoganda](#) on Thu, 26 Apr 2018 18:59:35 GMT
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yap, that would be it - i'll try that out too.
Btw - where did you get w3.1a? :)
