Subject: How do I add scrollbars to a dialog
Posted by awksed on Sun, 30 Jun 2019 12:46:19 GMT
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I have a TopWindow derived dialog with (currently) empty layout and StaticText and ArrayCtrl controls inserted with new and Add().

The dialog is resizable.

I wish to allow controls hidden by the resizing to be scrolled into view.

I added to the dialog ctor:

```
 AddFrame(m_Sb); // (ScrollBars m_Sb;)

 m_Sb.HideX();
 m_Sb.WhenScroll = [=] { Ctrl::Refresh(); };
```

but no joy (no scrollbar appears).

How do I do this?

Thanks.

Subject: Re: How do I add scrollbars to a dialog
Posted by awksed on Mon, 01 Jul 2019 10:37:17 GMT
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Got a little further with this. V scrollbar appears ok but client ArrayCtrl and StaticText controls are not redrawn.

How do I get the visible area to redraw on scrolling?

```
MyDlg::MyDlg()
{
 AddFrame(m_Sb); // (ScrollBars m_Sb;)

 m_Sb.HideX();
 m_Sb.WhenScroll = [=] { Ctrl::Refresh(); };
}

void MyDlg::Init()
{
.
.
.
 Size S = {0, nWindowHeight};
```

```
 m_Sb.SetTotal(S);
 m_Sb.SetPageY(nWindowHeight); // No scrollbar initially
 m_Sb.SetLine(0);
}

void MyDlg::Layout()
{
 m_Sb.SetPageY(GetRect().GetSize());
}
```
