

---

Subject: Scroll Panel

Posted by [devilsclaw](#) on Thu, 17 Aug 2023 18:32:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 tell I would need to implement a custom draw routine if I just added a scrollbar to the control.

---

---

Subject: Re: Scroll Panel

Posted by [Oblivion](#) on Thu, 17 Aug 2023 21:33:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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 tell 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

---

---

Subject: Re: Scroll Panel

Posted by [devilsclaw](#) on Fri, 18 Aug 2023 18:37:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks the AutoScroller is what I needed.

---