
Subject: 2 Minor drawing bugs with fixes
Posted by [mrjt](#) on Fri, 07 Sep 2007 14:49:15 GMT
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1- LabelBox drawing image at incorrect y-coord. Static.cpp line 118 changed to:
Size ts = PaintLabel(w, d + 2, ty, sz.cx, lsz.cy, !IsShowEnabled(), false, false,
VisibleAccessKeys());
(Changed sz.cy to lsz.cy)

2- ArrayCtrl ignores Transparent. ArrayCtrl.cpp line 735 changed to:
if (!IsTransparent()) w.DrawRect(r, SColorPaper); And now works correctly.

Cheers,
James

Subject: Re: 2 Minor drawing bugs with fixes
Posted by [mirek](#) on Sat, 08 Sep 2007 14:18:11 GMT
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Thanks.

1. applied.

2.
Is misunderstanding of Transparent - it is meant as hint to drawing machinery only. Widgets with
Transparent set has to be dealt differently (more complicated, always backpainted).

What you need is to be achieved via "NoBackground". OTOH, there was missing test for this flag
on the very same line

Mirek

Subject: Re: 2 Minor drawing bugs with fixes
Posted by [mrjt](#) on Wed, 12 Sep 2007 10:22:50 GMT
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Excellent, thanks!
