
Subject: CtrlPaint Bug: Frame draws outside of Ctrl

Posted by [mrjt](#) on Tue, 01 Apr 2008 15:37:59 GMT

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If you have a Ctrl with FrameCtrl type frames large enough to exceed the width/height of the ctrl there is nothing to prevent them drawing outside the ctrls rect. I've attached a test package.

Simple solution (Ctrl::CtrlPaint, CtrlCore/CtrlDraw.cpp):

```
w.Clip(orect); // New clip
for(q = firstchild; q; q = q->next)
  if(q->IsShown())
    if(q->InFrame()) {
        // Draw CtrlFrame
    }
else
  hasviewctrls = true;
if(viewexcluded)
  w.End();
w.End(); // End new clip
```

Although I'm sure you can find a better solution.

James

File Attachments

1) [ExpandFrame.zip](#), downloaded 368 times

Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl

Posted by [mirek](#) on Sun, 06 Apr 2008 02:37:35 GMT

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I have to say that I am a little bit confused.

It is not those "AAAAAAAAAAAAAAAAAAAAAAAA" at the bottom, right?

Mirek

Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl

Posted by [mrjt](#) on Mon, 07 Apr 2008 09:35:09 GMT

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Sorry. Perhaps it wasn't a very clear example, I just happened to be testing something else so I used that package.

It's also a bit clearer if you add an additional BlackFrame. The 'AAAA...' label is outside the rect that contains the frame, but as you can see is being overlapped by the frames:

and this is what it should look like:

A perfect fix would preserve the bottom of the BlackFrame also, but that may be difficult.

James

File Attachments

- 1) [bug.png](#), downloaded 632 times
 - 2) [fix.png](#), downloaded 623 times
-

Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl
Posted by [mirek](#) on Fri, 11 Apr 2008 12:42:56 GMT

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OK, I see. I am aware about this issue, I have left it untouched as the solution you suggest is just partial...

I have "resolved" the issue by "defining" that it is frame responsibility to place its widgets correctly. After all, clipping is not for free.

Anyway, this is definitely arguable... I welcome any more hints but maybe you should consider how hard would be to fix your FrameLayout routine...

Mirek

Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl
Posted by [mrjt](#) on Fri, 11 Apr 2008 17:48:11 GMT

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Quote:

I have "resolved" the issue by "defining" that it is frame responsibility to place its widgets correctly. After all, clipping is not for free.

Anyway, this is definitely arguable... I welcome any more hints but maybe you should consider how hard would be to fix your FrameLayout routine...

Fair enough, though this problem is present with every Ctrl-based frame. The usage above is just an extreme case but it possible with a ScrollBar for instance and can be really ugly. This causes problems mainly when you have dynamic layouts (like window docking) where you can't enforce minimum ctrl sizes.

Besides, I don't see how I can implement a visually acceptable solution from FrameLayout since I can only control the size, and scaling it is the wrong approach.

But I can always just apply the fix to my uppsrc, it's cool . I'll have another look to see if a solution is possible without adding a whole extra clip though.

Cheers,
James

Subject: Re: CtrlPaint Bug: Frame draws outside of Ctrl
Posted by [mirek](#) on Sat, 12 Apr 2008 02:45:23 GMT
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mrjt wrote on Fri, 11 April 2008 13:48Quote:

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Besides, I don't see how I can implement a visually acceptable solution from FrameLayout since I can only control the size, and scaling it is the wrong approach.

What about using ParentCtrl as the "inframe" ctrl and putting real widget inside? You can keep "correct" sizes of your real widgets and you can limit the size of ParentCtrl to provide necessary clipping.

Quote:

I'll have another look to see if a solution is possible without adding a whole extra clip though.

Well, I would have nothing against adding an extra clip, if it would really solved the problem... Anyway, as your black frame suggests, the problem is solved only partially...

Obviously, the trouble is that frame ctrls are "disconnected" from respective frames.

Mirek
