
Subject: RichTextView: Size is wrong without scrollbar

Posted by [zsolt](#) on Sun, 26 Feb 2006 23:08:31 GMT

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The problem is, that without scrollbars, size is calculated as if there were scrollbars.

I have commented out two lines, and it seems to be OK with and without scrollbars as well:

```
int RichTextView::GetPageCx() const
{
    int szcx = GetSize().cx;
    //if(!sb.IsShown() && sb.IsAutoHide())
    // szcx -= ScrollBar::GetStdBox();
    return IsNull(zoom) ? cx: (szcx - margin.left - margin.right) / zoom;
}
```

Subject: Re: RichTextView: Size is wrong without scrollbar

Posted by [mirek](#) on Fri, 03 Mar 2006 15:37:35 GMT

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BTW, beware this situation, it is sometimes tricky.

The trouble is that if you use view width for computation of sb layout, you will end in "flip-flop" situation, as presence of sb will affect its layout (size is reduced).

In this case it leads in relatively harmless condition, but with both scrollbars present, it can lead into "scrollbar oscillation" which results in stack-overflow crash. That is why it is advisable to provide always the size that does not depend whether scrollbar is visible.

However, in RichTextView, the bug was that this size was used for both sb calculation and painting. This is now fixed.

Mirek

Subject: Re: RichTextView: Size is wrong without scrollbar

Posted by [zsolt](#) on Fri, 03 Mar 2006 20:29:58 GMT

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Yes. I understand, thank you.
