
Subject: Problem with ScrollContainer...

Posted by [Sc0rch](#) on Tue, 14 Jul 2009 15:29:17 GMT

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Sorry for my English, first.

I'm trying to create a some kind of layouts system, which supports minimal, maximal and optimal sizes of inner controls.

If I want to add a support of the minimal size of child-controls, I must add scrollbars to the parent.

I have just modified a ScrollContainer, but it works very strange. ScrollContainer must show only the area of green rectangle.

Please, fresh heads, help me.

Thanks.

File Attachments

1) [Experimental02.rar](#), downloaded 460 times

Subject: Re: Problem with ScrollContainer...

Posted by [Sc0rch](#) on Tue, 14 Jul 2009 17:27:55 GMT

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More success, but not complete... Still need help or advice.

Best regards,
Anton.

File Attachments

1) [CtrlLibTest.rar](#), downloaded 456 times

Subject: Re: Problem with ScrollContainer...

Posted by [mrjt](#) on Wed, 15 Jul 2009 12:05:49 GMT

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Try the attached package.

In this example I haven't set max size. For layouts as in the example you would probably just want SetMaxSize(GetMaxSize())

One mistake you'd made was doing layout in the Paint routine. This should generally be avoided.

Also when Painting all drawing coords are already take any frames into account, so you don't have to worry about the view yourself (I made the same mistake when I started). Just do:

```
Rect r = GetSize()
// Draw background
w.DrawRect(r);
// Draw Text in top-left corner
w.DrawText(0, 0, "TEXT");
```

Hope that helps.

File Attachments

1) [CtrlLibTest.zip](#), downloaded 494 times

Subject: Re: Problem with ScrollContainer...

Posted by [Sc0rch](#) on Wed, 15 Jul 2009 14:17:30 GMT

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Very clear and professional decision, . Thanks, James, example will really help.

Soon I'll try to do a flow-type container (may be not correct translating) using your example.
