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Subject: Proposal: add WhenScroll to ArrayCtrl  
Posted by [Mindtraveller](#) on Thu, 25 Mar 2010 21:11:06 GMT  
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Helped me a much in the recent project (STermPro). Sometimes you need custom actions on scroll position change (i.e. some intellectual redrawing and cells drawing cache update).

```
+ ArrayCtrl.h @ 331 Callback      WhenScroll;  
+ ArrayCtrl.cpp @ 854 WhenScroll();
```

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Subject: Re: Proposal: add WhenScroll to ArrayCtrl  
Posted by [Mindtraveller](#) on Wed, 31 Mar 2010 11:43:53 GMT  
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Please, add this handler to ArrayCtrl if noone objects.

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Subject: Re: Proposal: add WhenScroll to ArrayCtrl  
Posted by [mirek](#) on Fri, 02 Apr 2010 09:08:14 GMT  
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Mindtraveller wrote on Wed, 31 March 2010 07:43Please, add this handler to ArrayCtrl if noone objects.

I probably will, but tell me more. I have a little feeling that I am adding a patch for some bad practice here... (and the number of ArrayCtrl callbacks is already pretty high).

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Subject: Re: Proposal: add WhenScroll to ArrayCtrl  
Posted by [Mindtraveller](#) on Mon, 12 Apr 2010 14:47:29 GMT  
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OK. Have you seen my STermPro app? It has ArrayGrid with some custom drawing behaviour. I mean, if your record is very large ("tall") and it covers multiple "screens", it is convenient to have some "summary" information even if the main part of record is scrolled many screens up. So, each time user scrolls ArrayCtrl, I draw this summary info inside the visible region of record. It is ok, but ArrayCtrl has internal drawing cache, which is very clever, of course. But I need to update some parts of this cache each time user scrolls ArrayCtrl, because what I draw inside these grids actually depends on scroll bar position. That is why I need WhenScroll event.

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Subject: Re: Proposal: add WhenScroll to ArrayCtrl  
Posted by [mirek](#) on Fri, 16 Apr 2010 12:48:53 GMT  
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OK, it is there...

Mirek

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Subject: Re: Proposal: add WhenScroll to ArrayCtrl  
Posted by [Mindtraveller](#) on Fri, 16 Apr 2010 13:22:55 GMT  
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Thank you very much.

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