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Subject: FIX: Drawing artefact Bar when zommed  
Posted by [kohait00](#) on Wed, 22 Dec 2010 08:28:27 GMT  
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hi, the following produces an artefact drawing of the Splitter bar, when Splitter consists of ParentCtrls it is not very nice.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : public TopWindow
{
    typedef App CLASSNAME;
    ParentCtrl a, b;
    Splitter h;
    Splitter::Style sst;

    void Toggle();

    App();
};

void App::Toggle()
{
    h.Zoom(h.GetZoom() == 1 ? -1 : 1);
}

App::App()
{
    sst.vert[0] = sst.horz[0] = GUI_GlobalStyle() >= GUISTYLE_XP ? Blend(SColorHighlight,
                                                                    SColorFace, 64)
                                                                    : SColorShadow();
    sst.vert[1] = sst.horz[1] = GUI_GlobalStyle() >= GUISTYLE_XP ? Blend(SColorHighlight,
                                                                    SColorFace)
                                                                    : SColorShadow();
    h.SetStyle(sst);

    h.Horz(a, b);
    Add(h.SizePos());
    Sizeable().Zoomable();

    SetTimeCallback(3000, THISBACK(Toggle));
}

GUI_APP_MAIN
```

```
{  
    App().Run();  
}
```

the FIX is just an if in the Paint function  
Splitter.cpp:73

```
const Value *ch = vert ? chstyle->vert : chstyle->horz;  
+ if(style<0)  
for(int i = 0; i < pos.GetCount(); i++) {
```

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Subject: Re: FIX: Drawing artefact Bar when zommed  
Posted by [mirek](#) on Sun, 26 Dec 2010 08:10:04 GMT  
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Makes sense, thanks, applied.

Mirek

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