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Subject: A little bug in the Scribble example program  
Posted by [Lance](#) on Mon, 21 Mar 2011 23:51:08 GMT  
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There is a little step the program forgot to do, to translate mouse position in the viewport window to the underlying image(paper) coordinates. This will result in if a user sets a size resulting in the scrollbar available and the user actually scroll some distance on either or both directions, the stroke positions will not be recorded and subsequently drawn correctly.

The change is simple and straightforward.

Two functions to record strokes will need to be touched

```
void Scribble::MouseMove(Point p, dword keyflags)
{
    if(HasCapture()) {
        image.Top().Add() = p+scroll;//<---HERE
        Refresh();
    }
}
```

```
void Scribble::LeftDown(Point p, dword keyflags)
{
    image.Add().Add() = p+scroll;//<--AND HERE
    SetCapture();
    Refresh();
}
```

I came across this when learning Scrollbars.

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