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Subject: TreeCtrl display bug

Posted by [cbporter](#) on Thu, 18 May 2017 13:51:32 GMT

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U++ has this nice feature when some item can't be displayed in a rect, a tool-tip appears with the full text.

This works fine with a narrow TreeCtrl where you add a very wide child. Mouse-over the child and it will popup perfectly.

But if I add a display to the TreeCtrl, the popup jumps up about 2-3 pixels vertically.

This is an incredibly serious mega bug :lol:.

```
treetest::treetest()
{
    CtrlLayout(*this, "Window title");

    tree.SetRoot(Image(), "test");
    tree.SetDisplay(Single<ItemDisplay>());
    tree.Add(0, Image(), "aaaaaaaaaaaaaaaaa");
    tree.Open(0);
}
```

Comment out the tree.SetDisplay(Single<ItemDisplay>()); and the tool-tip vertical jump is no more.

Test case attached.

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#### File Attachments

1) [treetest.zip](#), downloaded 345 times

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Subject: Re: TreeCtrl display bug

Posted by [Klugier](#) on Thu, 18 May 2017 19:31:29 GMT

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Hello,

Please create redmine ticket for that issue with the url to forum thread. It is more easier to track them there. And, of course there is less chance that the bug will be missed.

Sincerely,  
Klugier

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**Subject: Re: TreeCtrl display bug**  
Posted by [cbporter](#) on Fri, 19 May 2017 08:49:59 GMT  
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Done!

<http://ultimatepp.org/redmine/issues/1727>

I'll also look into it if I have time but I'm super swamped right now.

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**Subject: Re: TreeCtrl display bug**  
Posted by [mirek](#) on Sat, 27 May 2017 14:36:00 GMT  
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Fixed.

Mirek

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**Subject: Re: TreeCtrl display bug**  
Posted by [cbporter](#) on Mon, 29 May 2017 10:44:03 GMT  
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Thank you!

I took a peek at the fix too. I'll check to see if it fixed on my side too.

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**Subject: Re: TreeCtrl display bug**  
Posted by [cbporter](#) on Mon, 29 May 2017 15:04:30 GMT  
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Done!

I need to update my CodeEditor fork to compile with the latest, but the TreeCtrl is fixed!

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