

U++ - Bug #1650

TreeCtrl set does not update the scroll rect

02/24/2017 03:10 PM - cbpporter cbpporter

Status:	New	Start date:	02/24/2017
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	CtrlLib	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Calling Set(int id, Value k, Value v) (and potentially TreeCtrl::Set(int id, Value v); did not test) in such a way that the value of a key shrinks in its pixel size when rendered on the screen does not lead to an update of the TreeCtrl's scroll rectangle. I found a solution but I'm not sure if it is correct, by adding a Dirty call: <pre>void TreeCtrl::Set(int id, Value k, Value v) { Item& m = item[id]; if(m.ctrl) m.ctrl->SetData(v); else { m.key = k; m.value = v; RefreshItem(id); } // fix???? Dirty(id); SetOption(id); }</pre>			

History

#1 - 03/14/2017 11:50 AM - cbpporter cbpporter

- Assignee deleted (Miroslav Fidler)