

Scrollbar madness

Source: <http://www.tech-archive.net/Archive/Fox/microsoft.public.fox.vfp.forms/2007-04/msg00068.html>

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 - *Date:* Mon, 30 Apr 2007 06:49:32 -0700
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Another fun challenge!

Okay, I'm trying to add a GUI to a program that a client specifically requested. Here's the deal though – it's going to have a lot of dynamically moving elements (...yay.)

Here's the thing. I'm trying to get the scrollbars to cooperate, and they won't.

For example, if I put a container class on the form (with scrollbars enabled) and then put a command button in the container, I can then put the following code in the click button's CLICK event (bear in mind this is a test to simulate what I want it to do when there's LOTS of controls inside the main container class):

```
this.top = this.top + 500 && takes it off the bottom of the form
IF this.Parent.Height < (this.Top + this.Height) && the container isn't big
enough
this.Parent.Height = this.Top + this.Height && expand the parent
ENDIF
**Code for horizontal omitted
this.Parent.Refresh && doesn't help
thisform.Refresh
```

Well, the CONTAINER gets bigger, and although they act a tad weird, the scrollbars seem to work, kinda sorta, but the container itself doesn't refresh, and I can't see the command button in it until I click it again (meaning I have to do a little scavenger-hunt type click-around until I find it). Also the form screen will randomly go black on me and then skip back to being grey during some iterations of the code. This was when I was getting close to `command1.TOP=70000` or so, and I'm guessing that probably shouldn't be a real surprise.

Anyone have any idea why this happens and how to solve? I'm not really seeing in the vfp9 docs anything that might help. I know in VFP 6/7 there was a limit on scroll size (double screen resolution), but that doesn't appear to be the case here, as I've gotten it to somewhere around `HEIGHT = 20000` to `25000` by simply assigning a huge value to "Top" to random items on the form, and higher using my click button. If I could just get the

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container the button is in to properly refresh after it goes offscreen, then life would be grand.

Any ideas?

Thanks!

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