
Subject: Re: RichEdit Questions

Posted by [fudadmin](#) on Mon, 17 Apr 2006 23:57:49 GMT

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mentaltruckdriver wrote on Tue, 18 April 2006 00:49 Sorry about that, I was rushing

Could you please answer my question?

Thanks.

in display example

```
#include "CtrlLib/CtrlLib.h"
```

```
struct FontFaceDisplay : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Font(q, r.Height() - 2);
        String txt = Font::GetFaceName(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + 2, r.top + (r.Height() - w.GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};
```

```
struct MyApp : TopWindow {
    DropList dl;

    MyApp()
    {
        Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
        dl.SetDisplay(Single<FontFaceDisplay>());
        for(int i = 0; i < Font::GetFaceCount(); i++)
            dl.Add(i);
        SetRect(0, 0, 200, 70);
    }
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```