
Subject: Re: compilation problem in reference/Display

Posted by [mirek](#) on Mon, 10 Jul 2006 08:44:48 GMT

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Yes, sorry.

```
#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() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink); // <- Change is  
        here - "w." no more needed  
    }  
};
```

```
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();  
}
```