
Subject: Multiline text display

Posted by [andrei-catalin](#) on Sat, 30 Dec 2006 16:10:43 GMT

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Based from my drawing code used in PieChart I've coded a display that is useful into an ArrayCtrl:

```
void GetPoss(const Rect& box, const String& content, Font f, Vector<int>& pos)
{
    int _L=box.Width();
    pos.Add(0);
    int spacepos=content.Find(' ');
    int lastpos=-1;
    Size sz;

    while(spacepos>=0)
    {
        sz=GetTextSize(content.Mid(pos.Top(),spacepos-pos.Top()),f);
        if (sz.cx>_L)
        {
            pos.Add(lastpos+1);
            sz=GetTextSize(content.Mid(pos.Top(),spacepos-pos.Top()),f);
            if (sz.cx>_L) break;
        }
        else
        {
            lastpos=spacepos;
            spacepos=content.Find(' ',spacepos+1);
            if(spacepos===-1)
            {
                sz=GetTextSize(content.Mid(pos.Top(),content.GetLength()-pos.Top()),f);
                if (sz.cx>_L) pos.Add(lastpos+1);
            }
        }
    }
    pos.Add(content.GetLength()+1);
}

void DrawMLText(Vector<int>& pos, Draw& w, const Rect& box, const String& content,
    Font f, class::Color textColor)
{
    for (int i=0; i<pos.GetCount()-1; i++)
    {
        w.DrawText(box.left, box.top+i*fround(f.GetHeight()*1.2),
            content.Mid(pos[i],pos[i+1]-pos[i]-1),f,textColor);
    }
}

class MLDisplayClass : public Display
```

```

{
public:
void Paint(Draw& draw,
    const Rect& rc,
    const Value& v,
    Color ink,
    Color paper,
    dword style) const
{
draw.DrawRect(rc, paper);
Vector<int> vpos;
GetPoss(rc,v,StdFont(),vpos);
int cy=13*(vpos.GetCount()-1);
if (cy<rc.Height()){
Rect rcc(rc.left,rc.top+(rc.Height()-cy)/2,rc.right,rc.bottom);
DrawMLText(vpos,draw, rcc, v, StdFont(),ink);
}
else DrawMLText(vpos,draw, rc, v, StdFont(),ink);
}
};

```

I used in this way:

```
array1.AddColumn("MEMO").SetDisplay(Single<MLDisplayClass>()).HeaderTab().SetAlign(3);
```

Andrei

Screenshot:

File Attachments

1) [cell.png](#), downloaded 1922 times

