
Subject: Re: there is no fontpusher class (just checking)
Posted by [fudadmin](#) on Mon, 06 Aug 2007 21:50:39 GMT
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nixnix wrote on Mon, 06 August 2007 20:02 Thanks Fudadmin, for stopping me barking up the wrong tree. I went back to overriding the Paint routine and it works fine.

I'm getting old and blind

```
Button.cpp ~line 135
Pusher& Pusher::SetFont(Font fnt) {
    font = fnt;
    Refresh();
    return *this;
}
```