
Subject: Re: How to Setup ArrayCtrl colors ?
Posted by [mrjt](#) on Fri, 10 Oct 2008 14:15:21 GMT
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You can set the display for individual cells in an ArrayCtrl with

```
void          SetDisplay(int i, int col, const Display& d);
```

then you just have to iterate through the columns to set each cell on a row.

And an easier way of getting colored displays:

```
template <const int COLOR>
```

```
class ColorDisplayTemplate : public Display
```

```
{  
    virtual void Paint(Draw& w, const Rect& r, const Value& q,  
        Color ink, Color paper, dword style) const  
    { StdDisplay().Paint(w, r, q, ink, Color::FromRaw(COLOR), style); }  
};
```

```
const Display &RedDisplay() { return Single< ColorDisplayTemplate<RGB(255, 0, 0)> >(); }  
const Display &BlueDisplay() { return Single< ColorDisplayTemplate<RGB(0, 0, 255)> >(); }  
const Display &GreenDisplay() { return Single< ColorDisplayTemplate<RGB(0, 255, 0)> >(); }
```

A template? Is not it a bit brutal?

What about a nice little Color attribute (and perhaps global variables instead of Single)?

Mirek
