
Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by [mirek](#) on Mon, 03 Aug 2009 15:48:06 GMT

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OK, that seems to be about right...

Let us try this:

```
struct PackageDisplay : Display {
    Font fnt;

    virtual Size GetStdSize(const Value& q) const {
        Size sz = GetTextSize(String(q), fnt);
        sz.cx += 20;
        sz.cy = max(sz.cy, 16);
        DUMP(sz.cy);
        return sz;
    }

    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
    const {
        w.DrawRect(r, paper);
        w.DrawImage(r.left, r.top + (r.Height() - 16) / 2, Idelmg::Package());
        w.DrawText(r.left + 20, r.top + (r.Height() - Draw::GetStdFontCy()) / 2, String(q), fnt, ink);
        LOG(String(q) << " " << fnt);
        DUMP(Draw::GetStdFontCy());
        DUMP(r.top + (r.Height() - Draw::GetStdFontCy()) / 2);
        DUMP(fnt.GetAscent());
        DUMP(fnt.GetDescent());
    }

    PackageDisplay() { fnt = StdFont(); }
};
```

Thanks,

Mirek
