

If you meant,

```
ArrayCtrl arr;  
arr.AddColumn("Highlighted");  
...  
arr.Add("[* Ultimate++] is great!");
```

overwriting the Display::Paint method, like in the code below:

```
struct HighlightDisplay : public Display {  
  
    static String term;  
  
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)  
    const  
    {  
        w.DrawRect(r, paper);  
        Font font = StdFont();  
        String s(q);  
  
        int ix = ToLower(s).Find(ToLower(term));  
        if(ix >= 0) {  
            Font bold = StdFont().Bold();  
            /* break down text into highlighted and plain strings */  
            String s0 = s.Mid(0, ix);  
            String s1 = s.Mid(ix, term.GetCount()); // <-- substring to highlight  
            String s2 = s.Mid(ix + term.GetCount());  
            /* draw highlighted and plain strings */  
            w.DrawText(r.left, r.top, s0, font, ink);  
            w.DrawText(r.left + GetTextSize(s0, font).cx, r.top, s1, bold, Blue()); // <-- highlights in bold and blue  
            w.DrawText(r.left + GetTextSize(s0, font).cx + GetTextSize(s1, bold).cx, r.top, s2, font, ink);  
            return;  
        }  
        w.DrawText(r.left, r.top, s, font, ink);  
    }  
};  
  
String HighlightDisplay::term = "";
```

Then I can write

```
ArrCtrl arr;  
arr.AddColumn("Highlighted").SetDisplay(Single<HighlightDisplay>());  
...  
//set term to highlight through HighlightDisplay::term static member:  
HighlightDisplay::term = "Ultimate++";  
arr.Add("Ultimate++ is great!");
```

way of doing it.

Thanks anyway.