
Subject: Re: Clipped text in theIDE
Posted by [mirek](#) on Mon, 22 Feb 2010 08:57:28 GMT
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Sorry for the delay.

If you can can simulate the problem with some small code (e.g. just invoking FileSel, if there is a problem too), please try these (in CtrlLib/FileList.cpp):

```
void FileList::Paint(Draw& w, const Rect& r, const Value& q,
    Color ink, Color paper, dword style) const
{
    const File& m = ValueTo<File>(q);
    bool dark = Grayscale(paper) < 150;
    w.DrawRect(r, paper);
    int x = r.left + 2;
    w.DrawImage(x, r.top + (r.Height() - m.icon.GetSize().cy) / 2, m.icon);
    x += iconwidth;
    x += 2;
    FontInfo fi = m.font.Info();
    DDUMP(fi.GetHeight());
    DDUMP(fi.GetFont());
    DDUMP(r.Height());
    DDUMP((r.Height() - fi.GetHeight()) / 2);
    DrawFileName(w, x, r.top + (r.Height() - fi.GetHeight()) / 2,
        r.right - x - 2, r.Height(), WString(m.name), m.isdir, m.font,
        dark ? SColorHighlightText : m.ink,
        dark ? SColorHighlightText : m.extink,
        WString(m.desc), m.descfont, justname, m.underline);
}
```

and post here a resulting log (if it is too long, I believe only the first four DUMPs will be enough).

Mirek
