

OK, these numbers seem OK. Let us try this:

```
void MultiButton::Paint(Draw& w)
{
    Size sz = GetSize();
    int border, lx, rx;
    bool frm = Metrics(border, lx, rx);
    int mst = ChState(MAIN);
    if(frm)
        ChPaint(w, sz, style->edge[style->activeedge ? mst : 0]);
    bool left = false;
    bool right = false;
    for(int i = 0; i < button.GetCount(); i++) {
        SubButton& b = button[i];
        int st = ChState(i);
        int x = 0, cx = 0;
        GetPos(b, lx, rx, x, cx);
        bool dopaint = true;
        Value v = b.left ? left ? style->lmiddle[st] : style->left[st]
            : right ? style->rmiddle[st] : style->right[st];
        if(ComplexFrame())
            ChPaint(w, x, border, cx, sz.cy - 2 * border, style->simple[st]);
        else
            if(frm) {
                if(IsTrivial() && style->usetrivial)
                    dopaint = false;
                ChPaint(w, x, border, cx, sz.cy - 2 * border,
                    dopaint ? v : style->trivial[st]);
            }
        else {
            w.Clip(x, 0, cx, sz.cy);
            ChPaint(w, sz, style->look[Frame() ? mst : st]);
            if(IsNull(v) || !Frame()) {
                if((!IsTrivial() || style->trivialsep) && IsEnabled()) {
                    if(b.left) {
                        if(left)
                            ChPaint(w, x, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep1);
                        ChPaint(w, x + cx - 1, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep2);
                    }
                    else {
                        ChPaint(w, x, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep1);
                        if(right)
                            ChPaint(w, x + cx - 1, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep2);
                    }
                }
            }
        }
    }
}
```

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    }
    }
}
else
    ChPaint(w, x, 0, cx, sz.cy, v);
w.End();
}
if(dopaint) {
    Size tsz = GetTextSize(b.label, StdFont());

    Image m = tsz.cx > 0 ? b.img : (Image)Nvl(b.img, CtrlImg::DA());
    Size isz = m.GetSize();

    Point p = (st == CTRL_PRESSED) * style->pressoffset;
    p.x += x + (cx - isz.cx - tsz.cx - (tsz.cx > 0 && isz.cx > 0 ? LB_IMAGE : 0)) / 2;
    p.y += (sz.cy - isz.cy) / 2;
    if(b.left) {
        if(!left) p.x += style->loff;
    }
    else
        if(!right) p.x += style->roff;
    if(b.monoimg || IsNull(b.img))
        w.DrawImage(p.x, p.y, m, frm ? style->fmonocolor[st] : style->monocolor[st]);
    else
        w.DrawImage(p.x, p.y, m);

    DDUMP(tsz);
    DDUMP(isz);
    DDUMP(sz);
    DDUMP((sz.cy - tsz.cy) / 2);
    if(tsz.cx > 0) {
        if(isz.cx > 0)
            p.x += isz.cx + LB_IMAGE;
        w.DrawText(p.x, (sz.cy - tsz.cy) / 2, b.label);
    }
}
(b.left ? left : right) = true;
}
Rect r, cr;
Color text = SColorLabel();
Color paper = Null;
if(ComplexFrame()) {
    cr = GetSize();
    cr.left = lx;
    cr.right = rx;
    r = cr;

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paper = HasFocus() ? SColorHighlight() : SColorPaper();
if(HasFocus())
    text = SColorHighlightText();
w.DrawRect(r, paper);
}
else
if(frm) {
    Rect m = style->margin;
    r = Rect(max(lx, m.left), m.top, min(rx, sz.cx - m.right), sz.cy - m.bottom);
    Color paper;
    if(mst == CTRL_HOT && !IsTrivial())
        paper = Blend(SColorHighlight, SColorPaper, 235);
    else
    if(mst == CTRL_PRESSED && !IsTrivial())
        paper = Blend(SColorHighlight, SColorFace, 235);
    else
    if(HasFocus()) {
        paper = SColorHighlight();
        text = SColorHighlightText();
    }
    else
        paper = SColorPaper();
    w.DrawRect(r, paper);
    cr = r;
}
else {
    w.Clip(lx, 0, rx - lx, sz.cy);
    ChPaint(w, sz, style->look[mst]);
    Rect m = style->margin;
    r = Rect(max(lx, m.left), m.top, min(rx, sz.cx - m.right), sz.cy - m.bottom);
    if(!IsTrivial() || style->trivialsep) {
        if(left) {
            r.left++;
            if(IsEnabled())
                ChPaint(w, lx, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep1);
        }
        if(right) {
            if(IsEnabled())
                ChPaint(w, rx - 1, style->sepm, 1, sz.cy - 2 * style->sepm, style->sep2);
            r.right--;
        }
    }
    w.End();
    cr = r;
}
cr.left++;
Rect clr = cr;
if(!IsNull(valuecy)) {

```

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cr.top += (cr.GetHeight() - valuecy + 1) / 2;
cr.bottom = cr.top + valuecy;
}
Value v = convert->Format(value);
bool f = HasFocus() && !push && frm;
if(cr.left < cr.right && display) {
    w.Clip(clr);
    display->Paint(w, cr, v,
        IsShowEnabled() ? text : SColorDisabled,
        paper, f ? Display::CURSOR : Display::FOCUS|Display::CURSOR);
    w.End();
}
if(!frm && HasFocus())
    DrawFocus(w, r);
}

```

(It is in CtrlLib/MultiButton.cpp).

Mirek
