
Subject: Re: Clipped text in theIDE
Posted by [mirek](#) on Wed, 24 Feb 2010 10:51:04 GMT
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OK, try this patch, I believe it should solve the problem:

Draw/Font.cpp

```
void Font::InitStdFont()
{
    ONCELOCK {
        DrawLock __;
        List();
        AStdFont = Arial(12);
        String name;
        int height = 0;
        GetStdFontSys(name, height);
        int q = FindFaceNameIndex(name);
        if(q <= 0)
            q = FindFaceNameIndex("Tahoma");
        if(q <= 0)
            q = FindFaceNameIndex("Microsoft Sans Serif");
        if(q <= 0)
            q = FindFaceNameIndex("MS Sans Serif");
        if(q > 0)
            AStdFont = Font(q, max(height, 1));
        SyncStdFont();
    }
}
```

(According to

<http://msdn.microsoft.com/en-us/library/dd374112%28VS.85%29.aspx>

Shell Dlg fonts are actually pretty much fixed, so we can just fetch the best one...)

Mirek
