Subject: Display::PaintBackground not called
Posted by hojtsy on Thu, 15 Apr 2010 06:09:23 GMT

View Forum Message <> Reply to Message

Some years ago I have put together the CodeMetric example. I have noticed that it no longer compiles due to library changes. I am trying to resurrect the code, and noticed that the background of ArrayCtrl cells no loger gets recolored even though I call SetDisplay with a Display subclass which overrides PaintBackground.
Only the cell's margin is painted with my PaintBackground.

```
void Display::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
{
    StdDisplay().Paint(w, r, q, ink, paper, style);
}
```

Can this be modified so that the PaintBackground of the subclass is called? Something like this (does not compile).

```
void Display::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
{
    PaintBackground(w, r, q, ink, paper, style);
    StdDisplay().Paint0(w, r, q, ink, paper, style);
}
```

Thanks,
Sandor