
Subject: Re: How to print staticlabel text at an angle?
Posted by [bushman](#) on Sun, 15 May 2011 12:59:44 GMT
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Hi, there!

Coincidentally, I needed it once too, and I wrote the following code, which worked fine for me:

in VerticalLabel.h file:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

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

```
class VerticalLabel : public Label  
{  
public:  
  
    typedef VerticalLabel CLASSNAME;  
  
    VerticalLabel();  
    VerticalLabel& SetText(const char *text);  
  
private:  
    PaintRect pr;  
};
```

VerticalLabel.cpp file:

```
#include "VerticalLabel.h"
```

```
void VertDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword  
style) const  
{  
    w.DrawRect(r, paper);  
    w.DrawText(r.left,r.top,900,q.ToString(),StdFont(),(style & CURSOR)&&(style &  
FOCUS)?SLtRed:ink);  
}
```

```
VerticalLabel::VerticalLabel()  
{  
    SetAlign(ALIGN_LEFT);
```

```
SetVAlign(ALIGN_BOTTOM);  
pr.SetDisplay(Single<VertDisplay>());  
}
```

```
VerticalLabel& VerticalLabel::SetText(const char *text)  
{  
    pr.SetValue(text);  
    SetPaintRect(pr);  
    return *this;  
}
```

I hope this helps.
