Subject: Best implementation of text clipping?
Posted by James Thomas on Fri, 02 Jun 2006 15:21:51 GMT

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I'm converting some complicated drawing code that I originally wrote with native Win32 API calls. The problem is that I made extensive use of the clipping functionality of ExtTextOut (setting ETO_CLIPPED and passing in a RECT). This was partly to avoid text overlapping other areas but also because it allowed easy text alignment within the rectangle.

I have't been able to find any calls to ExtTextOut in the Draw source code that pass anything other than 0 for the flags and NULL for the RECT structure, so I assume this functionality is not directly supported. Can someone suggest a straightforward and efficient way of doing this? Drawing the text then clipping it by drawing over it is not an option unfortunately.

Thanks in advance.