
Subject: Re: Is it possible to set the Font type for the arrayctrl?

Posted by [forlano](#) on Mon, 10 Jul 2006 13:46:00 GMT

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luzr wrote on Sun, 09 July 2006 16:04 Please check reference/Display.

It does work!

Let me show the steps done for the next generations:

1. create a column of the arrayctrl in this way:

```
arrp.AddColumn("wname", "White Player", 19).SetDisplay(Single<FontDisplay>());
```

Here should be noted the SetDisplay() method that does the job.

2. Create the following singleton () derived by Display:

```
struct FontDisplay : Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)  
    const  
    {  
        Font fnt = Courier(14);  
        String txt = AsString(q);  
        w.DrawRect(r, paper);  
        w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);  
    }  
};
```

Of course one may want to set a different foreground color (ink), different font size and so on.

Quote:

If all you need is different font, you can also use

```
AttrText("My cell text").SetFont(Courier(14));
```

as the value you put inside the ArrayCtrl.

Mirek

I've not understood what to do in this last case, but it doesn't matter. For today it's enough. Now I want to study the singleton to really understand what I've done

Luigi
