
Subject: Re: Little improvement of Caledar & DropDate controls

Posted by [bushman](#) on Sat, 10 Aug 2013 17:43:16 GMT

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Totally cool feature, but, why not include it in DateTimeCtrl.cpp right before the day gets drawn, around line 581, so as to enable user to highlight out-of-current-month days too? It would look like:

```
if(sd == char(view.day))
{
    if(sd < 0 && selall)
    {
        fg = st.outofmonth;
        fnt.Bold().Underline(!special);
    }
    if(sd > 0 && view.month == m)
    {
        fg = st.selectday;
        fnt.Bold().Underline(!special);
    }
}
if (!WhenPaintDay.Empty()){           // <== Inserted line
    WhenPaintDay(Date(y,m,d),fg,bg); // <== Inserted line
}                                     // <== Inserted line

w.DrawRect(xp, yp, cw, rh, bg);
if(special)
{
    DrawFrame(w, xp + 1, yp + 1, cw - 2, rh - 2, Black);
    DrawFrame(w, xp, yp, cw, rh, st.bgmain);
}

str = AsString(abs(d));
w.DrawText(xp + (cw - GetTextSize(str, fnt).cx) / 2, yp + yc , str, fnt, fg);
}
```

thanks!
