Here is my progress so far.

The red portion is a custom display I set up to render text in that area, seems to be working fine.

I had to subclass ArrayCtrl, modify ArrayCtrl to expose certain private variables (the paint() method depends upon them), and modify the paint() routine to paint my special display after all of the columns in the row.

It's ugly (oh man I changed a base class to do it! yuck!), it's kludgy, but hey, it works so far.

I have a question, if I am drawing text in the red area, how can I notify the Ctrl class itself about the size needed to accomodate the text? Right now the values are statically assigned, but I will need to fix this so that somehow, the paint() routing would have some sort of hint as to the size (height) of the rectangle needed for a certain amount of text.

Any suggestions?

File Attachments
1) progress1.png, downloaded 346 times