Hello, all!

I was faced with the problem of displaying external data using ArrayCtrl. An example of a standard reference/VirtualArray sets the right direction for action, but unfortunately only one standard font. You can use the Display in example StdDisplayClass city (copy the code) for its class MyFontDisplay. Because StdDisplayClass hidden in Display.cpp file and therefore not available to users, and besides has no way of working with fonts. And work StdDisplayClass doing a lot and this work is very useful. Just look at the functions code StdDisplayClass::Paint0, StdDisplayClass::Paint, StdDisplayClass::GetStdSize - as everything becomes clear. Why keep such a treasure under lock and key. you need to give away! I fixed a little StdDisplayClass. You can now create a class descendant with the standard font! I need it. For example:


```
class MyFontDisplay : public StdDisplayClass
{
public:
 MyFontDisplay(int align = ALIGN_LEFT);
};

MyFontDisplay::MyFontDisplay(int align)
 : StdDisplayClass(align)
{
  Std_Font.FaceName( "My font" );
  Std_Font.Height( 18 );
}

 ArrayCtrl::Column &cl = MyArrayCtrl.AddRowNumColumn( "My column name", 50 ).SetConvert(
MyConvert ).SetDisplay( Single<MyFontDisplay>() );
```


Thank!

With best regards Navadvipa Chandra das.

File Attachments
1) StdDisplayClass.diff, downloaded 312 times