
Subject: Re: Array and Grid on high definition monitor

Posted by [mirek](#) on Fri, 09 Mar 2018 18:29:36 GMT

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```
struct FontDisplay3 : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Courier(Zy(15)).Bold();
        ink = Blue();
        String txt = AsString(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + DPI(2), r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};
```

```
struct PaperResult : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Roman(Zy(16)).Bold();
        String txt = AsString(q);
        if (txt.Find("F")>=0) paper=Color(250,150,150);
        else if (txt.Find("U")>=0) paper=Color(124,252,0);
        else if (txt.Find(" ")>=0) paper=Color(255,255,204);
        w.DrawRect(r, paper);
        int a=(r.Width()-GetTextSize(txt, fnt).cx)/2;
        w.DrawText(r.left + a, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};
```

(Use of DPI in FontDisplay3 is more matter of taste, could be Zx instead probably).

Mirek

Can you please show me how to scale one of these?

Thanks!

Luigi[/quote]