As a user, my opinion:

I personally don't find Display paint methods confusing at all.

If the existing methods are going to be deprecated, however, I would suggest passing the reference of Draw and Value in DisplayDrawContext:

```
struct DisplayDrawContext
{
    Draw&       draw;
    const Value& value;
    Rect        rect;
    Color       ink   = SColorText;
    Color       paper = SColorPaper;
    dword       style = 0;
    DisplayDrawContext(Drww& w, const Value& q, const Rect& r) : draw(w), value(q), rect(r) {}
};

MyDisplay().Paint(DisplayDrawContext(w, q, r));
```

Copying the value is not always a good idea as it can contain large stuff.

Best regards,
Oblivion