
Subject: Re: DropDownList STDFONT size changing after Drawn on screen

Posted by [devilsclaw](#) on Thu, 20 Apr 2023 16:19:00 GMT

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I guess it to do the fact the the returned font changes based on various variables before it shows on screen it returns StdFont() without anything passed to it

As a temp fix for droplist i always use StdFont(); now but it seems to me what is reported should be what is used to draw on screen

```
Font Ctrl::GetPreeditFont()
{
    static int pheight = -1;
    static Font pfont;
    if(!focusCtrl)
        return StdFont();
    int height = max(focusCtrl->GetCaret().GetHeight(), DPI(7));
    if(height != pheight) {
        pheight = height;
        while(pheight > 0) {
            pfont = StdFont(height);
            if(pfont.GetCy() < pheight)
                break;
            height--;
        }
        if(height == 0)
            pfont = StdFont();
    }
    return pfont;
}
```