
Subject: AlignDisplay bug (?)

Posted by [zsolt](#) on Wed, 22 Nov 2006 00:33:38 GMT

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The base Display class draws text vertically centered. This would be nice for AlignDisplay also, but renders text to its top.

I changed AlignDisplay to render text vertically centered:

In TDraw/Util.cpp, the last two lines are my changes:

```
void AlignDisplay::Paint(Draw& draw, const Rect& rc, const Value& v, Color ink, Color paper,
dword style) const
```

```
{
    String s = StdFormat(v);
    Font font = StdFont();
    Size size = GetTextSize(s, font);
    draw.DrawRect(rc, paper);
    int x = rc.left;
    switch(align)
    {
        case ALIGN_CENTER: x += (rc.Width() - size.cx) >> 1; break;
        case ALIGN_RIGHT: x = rc.right - size.cx; break;
    }
    int y = rc.top + max((rc.Height() - size.cy) / 2, 0);
    draw.DrawText(x, y, s, font, ink);
}
```
