Subject: Multiline text display
Posted by andrei-catalin on Sat, 30 Dec 2006 16:10:43 GMT
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Based from my drawing code used in PieChart I've coded a display that is useful into an ArrayCtrl:

```
void GetPoss(const Rect& box, const String& content, Font f, Vector<int>& pos)
{
 int _L=box.Width();
 pos.Add(0);
 int spacepos=content.Find(' ');
 int lastpos=-1;
 Size sz;

 while(spacepos>=0)
 {
  sz=GetTextSize(content.Mid(pos.Top(),spacepos-pos.Top()),f);
  if (sz.cx>_L)
  {
    pos.Add(lastpos+1);
    sz=GetTextSize(content.Mid(pos.Top(),spacepos-pos.Top()),f);
    if (sz.cx>_L) break;
  }
  else
  {
   lastpos=spacepos;
   spacepos=content.Find(' ',spacepos+1);
   if(spacepos==-1)
   {
    sz=GetTextSize(content.Mid(pos.Top(),content.GetLength()-pos.Top()),f);
    if (sz.cx>_L) pos.Add(lastpos+1);
   }
  }
 }
 pos.Add(content.GetLength()+1);
}
void DrawMLText(Vector<int>& pos, Draw& w, const Rect& box, const String& content,
     Font f, class::Color textColor)
{
 for (int i=0; i<pos.GetCount()-1; i++)
 {
  w.DrawText(box.left, box.top+i*fround(f.GetHeight()*1.2),
    content.Mid(pos[i],pos[i+1]-pos[i]-1),f,textColor);
 }
}

class MLDisplayClass : public Display
```

```
{
public:
 void Paint(Draw& draw,
      const Rect& rc,
      const Value& v,
      Color ink,
      Color paper,
      dword style) const
 {
  draw.DrawRect(rc, paper);
  Vector<int> vpos;
  GetPoss(rc,v,StdFont(),vpos);
  int cy=13*(vpos.GetCount()-1);
  if (cy<rc.Height()){
   Rect rcc(rc.left,rc.top+(rc.Height()-cy)/2,rc.right,rc.bottom);
   DrawMLText(vpos,draw, rcc, v, StdFont(),ink);
  }
  else DrawMLText(vpos,draw, rc, v, StdFont(),ink);
 }
};
```

I used in this way:

```
array1.AddColumn("MEMO").SetDisplay(Single<MLDisplayClass>()).HeaderTab().SetAlign(3);
```

Andrei

Screenshot:

File Attachments

1) cell.png, downloaded 2096 times

