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Subject: Re: ArrayCtrl cell color

Posted by [hojtsy](#) on Thu, 02 Feb 2006 21:46:59 GMT

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luzr wrote on Thu, 02 February 2006 16:10 Note that if I understand the issue well, alternative 1 does not solve the problem as you would have to subclass anyway. You would only need to subclass the Display of the cell you would like to recolor, which you subclass anyway because you redefining the Paint method. You would just redefine the PainMargin too in the same class, which would use the same background color or pattern. But you would no longer need to subclass all other Display classes that are used by other cells in the same Column.

Quote: Provide ArrayCtrl::Column::MarginColor This disables background patterns or gradients and value-dependent background color.

Quote: Provide "MarginDisplay" class that has as attributes another Display and the margin(s). My alternative 2 is similar but without the indirection step. In my idea the ArrayCtrl would use the marginDisplay to paint the margin area, and then the ArrayCtrl would use the Display to paint the content area. The type of the marginDisplay could be simply pointer to Display, and the default value would be a pointer to a MarginDisplay, which would just draw the rectangle in the Paint. I am afraid I was not sufficiently clear, so I am thinking about implementing the idea to show what I mean.

Quote: Provide "DisplayWithMargin" template This would just help in adding the margin to a chosen Display, but then the Column margin should be removed, and every other Display subclass should be provided with a margin too. Not really convenient.