
Subject: Re: GridCtrl and AttrText

Posted by [forlano](#) on Sun, 15 Apr 2007 19:56:32 GMT

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unodgs wrote on Sun, 15 April 2007 19:57

It does not work yet. I will add it in the next snapshot. In the meantime make your own GridDisplay and check in it if passed value type is AttrText.

Sorry, but I've not understood your recipe.

Quote:If yes pass further (to GridDisplay::Paint()) color of ink and paper.

I used the following code to color the cell of a column and it works

```
class ColoredStatus : public GridDisplay
{ public:
    void Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
               Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe);
};

void ColoredStatus::Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
                           Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe)
{
    if( StrInt(AsString(val)) >= 2451 ) bg = Color(0, 255, 0);
    GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
```

But now I would like to apply it to others columns, each with its own color. So I would pass to the previous class a parameter and then by a switch select the right color.

But how to do it? Single seems to refuse a parameter.

Otherwise I need to declare 4 similar classes one for each column... or maybe wait until AttrText is operative

Luigi
