
Subject: compilation problem in reference/Display
Posted by [forlano](#) on Mon, 10 Jul 2006 07:47:14 GMT
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Hello,

I wanted to run the package Reference/Display (606-dev3) but I got the following error:

```
C:\upp\reference\Display\Display.cpp(10) : error C2248: 'Draw::GetTextSize' : cannot access
private member declar
ed in class 'Draw'
    C:\upp\uppsrc\Draw\Draw.h(807) : see declaration of 'Draw::GetTextSize'
    C:\upp\uppsrc\Draw\Draw.h(390) : see declaration of 'Draw'
```

perhaps the interface now changed.

Luigi

Subject: Re: compilation problem in reference/Display
Posted by [mirek](#) on Mon, 10 Jul 2006 08:44:48 GMT
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Yes, sorry.

```
#include "CtrlLib/CtrlLib.h"
```

```
struct FontFaceDisplay : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Font(q, r.Height() - 2);
        String txt = Font::GetFaceName(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink); // <- Change is
here - "w." no more needed
    }
};
```

```
struct MyApp : TopWindow {
    DropList dl;
```

```
MyApp()
{
    Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
    dl.SetDisplay(Single<FontFaceDisplay>());
}
```

```
for(int i = 0; i < Font::GetFaceCount(); i++)
    dl.Add(i);
SetRect(0, 0, 200, 70);
}
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```
