
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 declared 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();  
}
```