Subject: GetFontInfo without a Draw object?
Posted by Werner on Sat, 26 Aug 2006 11:14:35 GMT

View Forum Message <> Reply to Message

I would like to extend the "reference/Display" example so that only these files are added to the DropList which are scalable (scaleable).

I should be able to write as follows:

```
...
Font fnt;
FontInfo fi;
for(int i = 0; i < Font::GetFaceCount(); i++)
{
    fnt = Font(i, 20);
    fi = Draw::GetFontInfo(fnt)
    if (fi.IsScaleable)
        dl.Add(i);
}
...
```

But that doesn't work. The compiler tells me that "GetFontInfo" is a non-static private member function of the Draw class. And "Draw.h" tells me even more that "GetFontInfo" or "private: GetFontInfo" respectively is deprecated.

What now?

Werner

Subject: Re: GetFontInfo without a Draw object?
Posted by Werner on Mon, 28 Aug 2006 19:31:19 GMT

View Forum Message <> Reply to Message

Werner wrote on Sat, 26 August 2006 13:14I would like to extend the "reference/Display" example so that only these files are added to the DropList which are scalable (scaleable).

I should be able to write as follows:

```
...
Font fnt;
FontInfo fi;
for(int i = 0; i < Font::GetFaceCount(); i++)
{
```

```
      fnt = Font(i, 20);
      fi = Draw::GetFontInfo(fnt)
      if (fi.IsScaleable)
         dl.Add(i);
}
...
```

But that doesn't work. The compiler tells me that "GetFontInfo" is a non-static private member function of the Draw class. And "Draw.h" tells me even more that "GetFontInfo" or "private: GetFontInfo" respectively is deprecated.

What now?

Werner

I did it myself. The code reads as follows:

```
...
Font fnt;
FontInfo fi;
for(int i = 0; i < Font::GetFaceCount(); i++)
{
   fnt = Font(i, 20);
   fi = fnt.Info()
   if (fi.IsScaleable)
      dl.Add(i);
}
...
```

Werner

Subject: Re: GetFontInfo without a Draw object?
Posted by mirek on Mon, 28 Aug 2006 21:28:38 GMT
View Forum Message <> Reply to Message

Yes, FontInfo/Draw decoupling was one of changes in "new" U++...

Mirek