Subject: AlignDisplay bug (?)
Posted by zsolt on Wed, 22 Nov 2006 00:33:38 GMT
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The base Display class draws text vertically centered. This would be nice for AlignDisplay also, but renders text to its top.
I changed AlignDisplay to render text vertically centered:
In TDraw/Util.cpp, the last two lines are my changes:

```
void AlignDisplay::Paint(Draw& draw, const Rect& rc, const Value& v, Color ink, Color paper,
dword style) const
{
 String s = StdFormat(v);
 Font font = StdFont();
 Size size = GetTextSize(s, font);
 draw.DrawRect(rc, paper);
 int x = rc.left;
 switch(align)
 {
 case ALIGN_CENTER: x += (rc.Width() - size.cx) >> 1; break;
 case ALIGN_RIGHT:  x = rc.right - size.cx; break;
 }
 int y = rc.top + max((rc.Height() - size.cy) / 2, 0);
 draw.DrawText(x, y, s, font, ink);
}
```

Subject: Re: AlignDisplay bug (?)
Posted by mirek on Wed, 22 Nov 2006 09:40:14 GMT
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OK, I have altered Tom

Actually, I am still not quite sure what to do with T* packages - they contain both candidate stuff for inclusion into "canonical" U++ packages (e.g. Draw), the legacy stuff that is kept to keep old apps compile and quite often, simply Tom's additions to U++ I do not quite like or simply do not know about

(AlignDisplay is in the first and the very last category

Mirek

Subject: Re: AlignDisplay bug (?)
Posted by mirek on Thu, 23 Nov 2006 17:48:19 GMT
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I moved AlignDisplay to the Draw, but on the second though, would not it be easier to simply add

this to StdDisplay?

Plus maybe AttrText?

Mirek

Subject: Re: AlignDisplay bug (?)
Posted by zsolt on Thu, 23 Nov 2006 18:14:08 GMT
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It would be nice

Subject: Re: AlignDisplay bug (?)
Posted by mirek on Thu, 23 Nov 2006 23:43:07 GMT
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OK, changed. Display is now pure virtual... (may cause problems).

Mirek

Subject: Re: AlignDisplay bug (?)
Posted by zsolt on Thu, 23 Nov 2006 23:52:14 GMT
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Thank you
We will test it next week, I think
