Subject: Display bug in ArrayCtrl
Posted by malya on Thu, 22 Nov 2007 20:54:05 GMT
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Hello!
What is the bug in cell of ArrayCtrl?

The code of display:

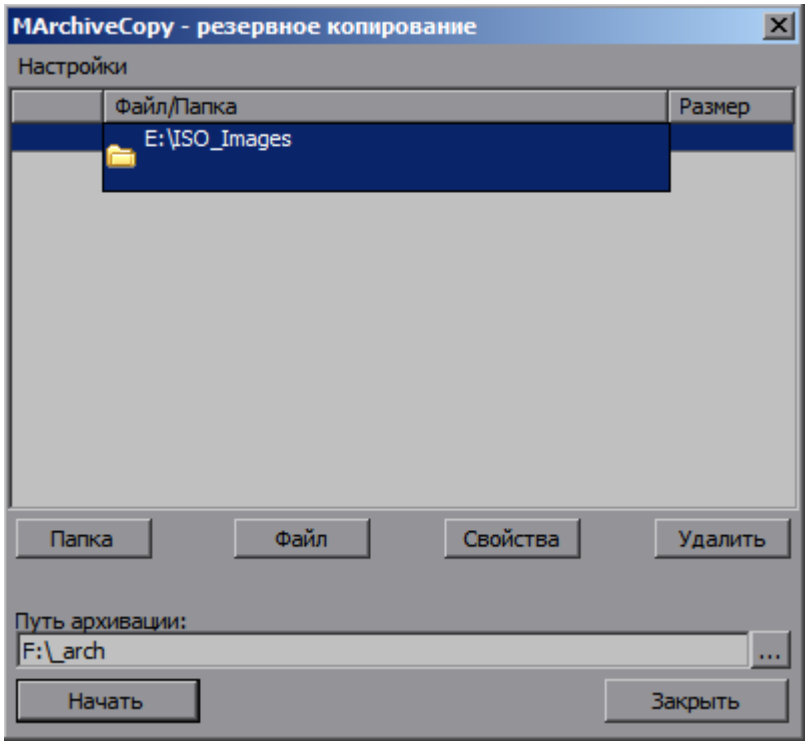
```
//**************************
struct PathDisplay : Display
{
 Image image;
 virtual void Paint(Draw &w, const Rect &r, const Value &v, Color i, Color p, dword style) const
 {
  w.DrawRect(r, p);
  w.DrawImage(r.left, r.top + (r.Height() - 16) / 2, image);
  w.DrawText(r.left + 20, r.top, String(v), StdFont(), i);
 }
 virtual Size GetStdSize(const Value& q) const
 {
  return 20 + GetTLTextSize(ToUnicode(q.ToString(), CHARSET_DEFAULT));
 }
};

static PathDisplay dspFile, dspFolder;
```

P.S.
In previous dev-710 it was all normal.
Thanks!

File Attachments

1) bug.PNG, downloaded 1120 times



Subject: Re: Display bug in ArrayCtrl
Posted by malya on Fri, 23 Nov 2007 18:50:50 GMT
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Thanks!
Solved.
