
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 631 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.
