
Subject: Display inspirations...

Posted by [mirek](#) on Fri, 15 Feb 2008 12:26:46 GMT

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I was asked about Display by a friend, so I am answering here, I guess it will not hurt posting this code.

These are some of my "ad-hoc" displays (not part of uppsrc):

```
class FontDisplay : public Display {
public:
    void Paint(Draw& w, const Rect& r, const Value& q,
              Color ink, Color paper, dword style) const;
```

```
protected:
    Font font;
```

```
public:
    static FontDisplay Bold;
    static FontDisplay Italic;
    static FontDisplay Underline;
    static FontDisplay BoldItalic;
```

```
    FontDisplay(Font font) : font(font) {}
};
```

```
class ColoredDisplay : public Display {
public:
    void Paint(Draw& w, const Rect& r, const Value& q,
              Color ink, Color paper, dword style) const;
```

```
protected:
    Color color;
```

```
public:
    ColoredDisplay(Color color) : color(color) {}
};
```

```
class FontColorDisplay : public Display {
public:
    void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const;
```

```
protected:
    Color color;
    Font font;
```

```
public:
```

```
FontColorDisplay(Color color, Font font) : color(color), font(font) {}  
};
```

```
FontDisplay FontDisplay::Bold(GuiFont().Bold());  
FontDisplay FontDisplay::Italic(GuiFont().Italic());  
FontDisplay FontDisplay::Underline(GuiFont().Underline());  
FontDisplay FontDisplay::BoldItalic(GuiFont().Italic().Underline());
```

```
void FontDisplay::Paint(Draw& w, const Rect& r, const Value& q,  
    Color ink, Color paper, dword style) const  
{  
    w.DrawRect(r, paper);  
    DrawSmartText(w, r.left, r.top, r.Width(),  
        String(IsString(q) ? q : StdFormat(q)), font, ink);  
}
```

```
void ColoredDisplay::Paint(Draw& w, const Rect& r, const Value& q,  
    Color ink, Color paper, dword style) const  
{  
    w.DrawRect(r, paper);  
    if((style & (CURSOR|FOCUS)) != (CURSOR|FOCUS))  
        ink = color;  
    DrawSmartText(w, r.left, r.top, r.Width(),  
        String(IsString(q) ? q : StdFormat(q)), StdFont(), ink);  
}
```

```
void FontColorDisplay::Paint(Draw& w, const Rect& r, const Value& q,  
    Color ink, Color paper, dword style) const  
{  
    w.DrawRect(r, paper);  
    if((style & (CURSOR|FOCUS)) != (CURSOR|FOCUS))  
        ink = color;  
    DrawSmartText(w, r.left, r.top, r.Width(), String(IsString(q) ? q : StdFormat(q)), font, ink);  
}
```

Mirek

Subject: Re: Display inspirations...
Posted by [Werner](#) on Fri, 15 Feb 2008 13:06:00 GMT
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Shouldn't it read

```
FontDisplay FontDisplay::BoldItalic(GuiFont().Bold().Italic());
```

instead of

```
FontDisplay FontDisplay::BoldItalic(GUIFont().Italic().Underline());
```

?

Furthermore - just for "cosmetic" reasons - I'd suggest to name the classes "ColoredDisplay" and "FontColorDisplay" uniformly either "ColorDisplay" & "FontColorDisplay" or "ColoredDisplay" & "FontColoredDisplay".

Werner

Subject: Re: Display inspirations...

Posted by [mirek](#) on Fri, 15 Feb 2008 15:05:50 GMT

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As I said, these are "ad-hoc" displays, not a quality we would accept into the main uppsrc tree
Only the inspiration.

Mirek
