
Subject: Display::PaintBackground not called
Posted by [hojtsy](#) on Thu, 15 Apr 2010 06:09:23 GMT
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Some years ago I have put together the CodeMetric example. I have noticed that it no longer compiles due to library changes. I am trying to resurrect the code, and noticed that the background of ArrayCtrl cells no longer gets recolored even though I call SetDisplay with a Display subclass which overrides PaintBackground.
Only the cell's margin is painted with my PaintBackground.

```
void Display::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const
{
    StdDisplay().Paint(w, r, q, ink, paper, style);
}
```

Can this be modified so that the PaintBackground of the subclass is called? Something like this (does not compile).

```
void Display::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const
{
    PaintBackground(w, r, q, ink, paper, style);
    StdDisplay().Paint0(w, r, q, ink, paper, style);
}
```

Thanks,
Sandor

Subject: Re: Display::PaintBackground not called
Posted by [mirek](#) on Fri, 16 Apr 2010 18:15:50 GMT
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hojtsy wrote on Thu, 15 April 2010 02:09Some years ago

Hi, welcome back!

Quote:

I have noticed that it no longer compiles due to library changes.

Well, sorry about that, CodeBase was originally meant to be used in the IDE only...

Quote:

I am trying to resurrect the code, and noticed that the background of ArrayCtrl cells no longer gets recolored even though I call SetDisplay with a Display subclass which overrides PaintBackground. Only the cell's margin is painted with my PaintBackground.

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```
void Display::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
{
    PaintBackground(w, r, q, ink, paper, style);
    StdDisplay().Paint0(w, r, q, ink, paper, style);
}
```

Thanks,
Sandor

OK, you are right, this makes sense. (But I am out, will sync svn at sunday evening).

Mirek