Subject: How to print staticlabel text at an angle?
Posted by jerson on Sun, 15 May 2011 03:47:48 GMT
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Can someone please show me how to print a rotated "StaticLabel' or point me to a relevant post that does this?

What I am trying to do is print a 'StaticLabel' at 90degrees. I know I can modify stuff down inside LabelBase.DrawSmartText and DrawTextUtil.DrawTLText line 116 to call the appropriate version that uses angle. I know there must be a better and cleaner way to do it. Can someone please show me how?

On the other hand, it is relatively easy to modify the USC file to rotate the label, but, I need to pass it down to the actual object.

Cheers

Subject: Re: How to print staticlabel text at an angle?
Posted by bushman on Sun, 15 May 2011 12:59:44 GMT
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Hi, there!

Coincidentally, I needed it once too, and I wrote the following code, which worked fine for me:

in VerticalLabel.h file:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct VertDisplay : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const;
};

class VerticalLabel : public Label
{
 public:

  typedef VerticalLabel CLASSNAME;

  VerticalLabel();
  VerticalLabel& SetText(const char *text);

 private:
  PaintRect pr;
```

```
};
```

VerticalLabel.cpp file:

```
#include "VerticalLabel.h"

void VertDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword
style) const
{
    w.DrawRect(r, paper);
 w.DrawText(r.left,r.top,900,q.ToString(),StdFont(),(style & CURSOR)&&(style &
FOCUS)?SLtRed:ink);
}

VerticalLabel::VerticalLabel()
{
 SetAlign(ALIGN_LEFT);
 SetVAlign(ALIGN_BOTTOM);
 pr.SetDisplay(Single<VertDisplay>());
}

VerticalLabel& VerticalLabel::SetText(const char *text)
{
 pr.SetValue(text);
 SetPaintRect(pr);
 return *this;
}
```

I hope this helps.

Subject: Re: How to print staticlabel text at an angle?
Posted by jerson on Mon, 16 May 2011 01:33:22 GMT
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Thank you very much for your help. I shall come back here if I am still left with any issues.
