
Subject: Change font color in TreeCtrl

Posted by [bushman](#) on Sun, 28 Oct 2012 20:31:34 GMT

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Simple question: Is it possible to set font color of TreeCtrl? How?

I tried,

```
struct MyDisplay : public Display {
    virtual void MyDisplay::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, text, StdFont(), Blue()); // <- the color I want goes in here
    }
};
```

...

TreeCtrl tree;

```
tree.SetDisplay(Single<MyDisplay>());
```

...

but it does not work: I add items to tree, item text shows fine, but vanish when I SetDisplay(Single<MyDisplay>()). Am I missing something?

Thanks.

Subject: Re: Change font color in TreeCtrl

Posted by [mirek](#) on Sun, 04 Nov 2012 08:02:01 GMT

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TreeCtrl is using

```
virtual Size GetStdSize(const Value& q) const;
```

method, you have to define it for your Display.

E.g.:

```
Size MyDisplay::GetStdSize(const Value& q) const { return StdDisplay().GetStdSize(q); }
```

Subject: Re: Change font color in TreeCtrl
Posted by [mirek](#) on Sun, 04 Nov 2012 08:06:07 GMT
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On second thought, I have changed Display::GetStdSize to call StdDisplay::GetStdSize to avoid this confusion in future...
