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...