
Subject: Refactoring of StdDisplayClass::Paint0()
Posted by [Novo](#) on Fri, 07 Aug 2015 03:41:20 GMT
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Is it possible to refactor StdDisplayClass::Paint0() to make drawing of truncated strings a separate function?

This is needed very often when making your own Display classes.

At this time I'm using copy-pasted simplified code from StdDisplayClass::Paint0() which looks like below.

```
{  
    WString txt;  
    Font font = StdFont();  
    int x = r.left;  
    int width = r.GetWidth();  
    txt = StdConvert().Format(offset);  
    Size tsz = GetTLTextSize(txt, font);  
    int tcy = GetTLTextHeight(txt, font);  
    int tt = r.top + max((r.Height() - tcy) / 2, 0);  
    if(tsz.cx > width) {  
        Size isz = DrawImg::threedots().GetSize();  
        int wd = width - isz.cx;  
        w.Clip(r.left, r.top, wd, r.GetHeight());  
        DrawTLText(w, x, tt, width, txt, font, ink);  
        w.End();  
        w.DrawImage(r.left + wd, tt + font.Info().GetAscent() - isz.cy, DrawImg::threedots(), ink);  
    }  
    else  
        DrawTLText(w, x, tt, width, txt, font, ink);  
}
```

IMHO, it would be useful to have a reusable and supported function for such common functionality.

Thanks.
