
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.
