
Subject: Re: Option Label on Left Side draw
Posted by [devilsclaw](#) on Thu, 03 Aug 2023 21:39:53 GMT
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This is of it working with label to the left. I am going to patch mine too support left and right labels

```
void Option::RefreshPush() {
    if(box)
        Refresh(0, 0, GetSize().cx, GetSmartTextSize(label, font).cy);
    else
        if(showlabel)
            Refresh(GetSmartTextSize(label, font).cx + DPI(2), 0, CtrlImg::O0().GetSize().cx, GetSize().cy);
        else
            Pusher::RefreshPush();
}
```

```
void Option::Paint(Draw& w) {
    Size sz = GetSize();

    if(!IsTransparent())
        w.DrawRect(0, 0, sz.cx, sz.cy, SColorFace);
```

```
    Size isz = CtrlImg::O0().GetSize();
    Size tsz = GetSmartTextSize(label, font);
    int ix = 0;
    int d = tsz.cy >> 1;
    int ty = (sz.cy - tsz.cy) / 2;
    int iy = (tsz.cy - isz.cy) / 2 + ty;
```

```
    if(box) {
        ix = d + DPI(4);
        if(tsz.cy > isz.cy) {
            ty = 0;
            iy = (tsz.cy - isz.cy) / 2;
        }
        else {
            iy = 0;
            ty = (isz.cy - tsz.cy) / 2;
        }
    }
    else
        if(!showlabel) {
            ix = (sz.cx - isz.cx) / 2;
            iy = (sz.cy - isz.cy) / 2;
        }
}
```

```
int q = GetVisualState();
```

```

int g = (!notnull || threestate) && IsNull(option) ? CtrlImg::I_O2
        : option == 1 ? CtrlImg::I_O1
          : CtrlImg::I_O0;

if(switchimage)
  g = option ? CtrlImg::I_S1 : CtrlImg::I_S0;

w.DrawImage(ix + tsz.cx + DPI(2), iy, CtrlImg::Get(g + q));

if(showlabel) {
  bool ds = !IsShowEnabled();
  DrawSmartText(w, ix, ty, tsz.cx, label, font,
               ds || IsReadOnly() ? SColorDisabled : Nvl(color, GetLabelTextColor(this)),
               VisibleAccessKeys() ? accesskey : 0);
  if(HasFocus())
    DrawFocus(w, RectC(ix, ty - DPI(1), tsz.cx + DPI(3), tsz.cy + DPI(2)) & sz);
}

if(box) {
  w.Begin();
  w.ExcludeClip(ix - DPI(3), 0, isz.cx + DPI(8) + tsz.cx, tsz.cy);
  PaintLabelBox(w, sz, Null, d);
  w.End();
}
}

```
