Subject: Using RichEdit in dialog
Posted by alex100 on Thu, 22 Nov 2007 15:07:21 GMT
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Hi all,
I would like to include a little word processor at a bottom of a dialog window. This dialog already has other types of widgets. I added a RichTextView and a RichTextCtrl widgets but they seem to be readonly. I looked to the UWord example and I saw that this example uses a RichEdit. Is it possible to add a RichEdit widget at design time? If not, how can I use it? subclassing?! how?

Thanks a lot,

Alex