**Subject: Re: Using RichEdit in dialog**
Posted by mrjt on Thu, 22 Nov 2007 15:28:58 GMT
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1) Add the RichEdit package to the project. Project->AddPackage
2) Before the line '#define LAYOUTFILE xxxx' add '#include <RichEdit/RichEdit.h>'
3) In the designer add a 'User Class' to the form. Select the new control and change it's type (in the box to the left of the name) to either RichEdit or RichEditWithToolBar.

All done.