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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?  
Posted by [Novo](#) on Fri, 28 Nov 2008 06:16:59 GMT  
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I finally figured out how to calculate correct size of a RichTextCtrl.

```
rt_ctrl.Add().SetZoom(Zoom(1, 7)).NoSb().SetQTF(qtf_text);  
int x = rt_ctrl.Top().GetWidth();  
Size sz(x, rt_ctrl.Top().GetHeight(x));
```

```
sz /= 7;  
sz.cx += 1;
```

It seems a little strange that I need to apply zooming to the size manually.

Another question.

Is there an example how to paint selected node with RichTextCtrl?  
I mean background with correct color.

TIA