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Subject: Re: how get font height  
Posted by [mirek](#) on Wed, 24 Jun 2009 10:49:03 GMT  
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bonami wrote on Wed, 24 June 2009 06:04i have a RichTextCtrl, i want it to be the height of the text on it.

RichTextCtrl rt;

...

```
String str = "[3A^test^ Graphical introduction]";  
rt = str;  
typedef const unsigned short screen_size_t;  
screen_size_t linkSpace = 10;  
screen_size_t linkSize = Arial(20).Info().GetLineHeight();  
Add(rt.LeftPos(linkSpace, GetSize().cx - 2 * linkSpace).TopPos(linkSpace, linkSize));
```

the above code's rt fits. but i wonder how Arial(20) is related to "[3A", whose text should be of 100 dots/12 points. manual cites "points" everywhere, while it seems to mean differently.

"Points"? I hope it states "dots"

1 dot is defined as pixel of 600dpi printer. This is used "real-world" measure when printing on printer. There is of course relation between dots and points, as point is defined as 1/72 inch, therefore  $pt = 72 * dot / 600$ .

Anyway, to display on screen, you need to scale down. In practice, the most convenient is to base the scale on actual default font size (otherwise the text size looks odd).

See GetRichTextStdScreenZoom which defines normal RichText->screen zooming. This is then used as default for RichTextView.

Mirek

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