
Subject: Re: How to construct RichText without using QTF?

Posted by [mirek](#) on Thu, 17 Sep 2009 17:36:18 GMT

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reference/RawRichText:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{
    RichText txt;
    {
        RichPara para;
        RichPara::CharFormat fmt;
        (Font&)fmt = Serif(100);
        para.Cat("Hello world!", fmt);
        txt.Cat(para);
    }
    {
        RichPara para;
        {
            RichPara::CharFormat fmt;
            (Font&)fmt = Monospace(150).Bold();
            fmt.ink = Red;
            fmt.capitals = true;
            para.Cat("Monospace-bold-red-capitals, ", fmt);
        }
        {
            RichPara::CharFormat fmt;
            (Font&)fmt = SansSerif(100);
            fmt.link = "http://www.ultimatepp.org";
            para.Cat("This is some link", fmt);
        }
        txt.Cat(para);
    }
    {
        RichPara para;
        RichPara::CharFormat fmt;
        para.format.align = ALIGN_CENTER;
        para.Cat("Centered", fmt);
        txt.Cat(para);
    }
    {
        RichPara para;
        RichPara::CharFormat fmt;
```

```

para.format.before = 100;
para.format.lm = 300;
para.Cat("Before and left margin", fmt);
txt.Cat(para);
}
{
RichPara para;
RichPara::CharFormat fmt;
RichObject obj = CreatePNGObject(CtrlImg::exclamation(), 200, 200);
para.Cat("Object: ", fmt);
para.Cat(obj, fmt);
txt.Cat(para);
}
{
RichTable table;
table.AddColumn(1);
table.AddColumn(1);
for(int i = 0; i < 3; i++)
for(int j = 0; j < 2; j++) {
RichText celltext;
RichPara para;
RichPara::CharFormat fmt;
para.Cat(AsString(i) + ':' + AsString(j), fmt);
celltext.Cat(para);
table.SetPick(i, j, celltext);
}
txt.CatPick(table);
}

RichTextView view;
view.Pick(txt);
TopWindow win;
win.Add(view.SizePos());
win.Run();
}

```
