

---

Subject: Re: RichEdit Questions

Posted by [mentaltruckdriver](#) on Mon, 17 Apr 2006 23:33:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1. In RichEdit.lay under the UnitEdit there is a "ColorPusher" option that changes the color of the formatting symbols shown in the editor. I want to change that to Null (which is an option) however I get the errors that I described above.

I see no need to upload the RichEdit package since you should already have it if you have U++.

2. Thats good but how would I get my program to automatically detect what fonts I have then add them?

Thanks.

---