
Subject: Re: Scrollable log window with colour text
Posted by [fudadmin](#) on Tue, 18 Apr 2006 02:31:14 GMT
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ok. There are 3 big problems. The 1st, as I understand, is coloring some text?
One of I my editor experiments.

```
void DEditor::HighlightLine(int line, Vector<LineEdit::Highlight>& hl, int pos)
{
    HlSt hls(hl); //highlights

    int posW0=5;
    int posW1=20;

    if(line == 0 ) {
        hls.SetPaper(posW0, posW1, Red);
        hls.SetInk(posW0, posW1, Yellow);
    }
}
```

If that is usefull...
