
Subject: Re: RichEdit Questions

Posted by [mentaltruckdriver](#) on Tue, 18 Apr 2006 20:52:50 GMT

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I was testing the code that you posted in the uWord example

```
#include "CtrlLib/CtrlLib.h"
```

```
struct FontFaceDisplay : Display {
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
        Color ink, Color paper, dword style) const
    {
        Font fnt = Font(q, r.Height() - 2);
        String txt = Font::GetFaceName(q);
        w.DrawRect(r, paper);
        w.DrawText(r.left + 2, r.top + (r.Height() - w.GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
    }
};
```

```
struct MyApp : TopWindow {
    DropList dl;
```

```
    MyApp()
    {
        Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
        dl.SetDisplay(Single<FontFaceDisplay>());
        for(int i = 0; i < Font::GetFaceCount(); i++)
            dl.Add(i);
        SetRect(0, 0, 200, 70);
    }
};
```

```
GUI_APP_MAIN
{
    MyApp().Run();
}
```

However no matter what I do I keep getting errors when I compile. How would I incorporate this into either the UWord.cpp OR (even better) incorporate this into the line of code in RichEdit's Editor.cpp where it says:

```
RichEdit& RichEdit::FontFaces(const Vector<int>& ff)
{
    face.ClearList();
    for(int i = 0; i < ff.GetCount(); i++)
        face.Add(ff[i]);
    return *this;
}
```

Thanks for all your help so far.
