Subject: Re: RichEdit Questions
Posted by mirek on Wed, 19 Apr 2006 07:54:33 GMT
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mentaltruckdriver wrote on Mon, 17 April 2006 19:331. 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.

1.? How you want to change it to Null? By changeing library code? Not a good idea...

2.
Vector<int> faces;
for(int i = 0; i < Font::GetFaceCount(); i++)
   if(Font::GetFaceInfo(i) & Font::SCALEABLE)
      faces.Add(i);
editor.FontFaces(faces);