
Subject: Re: RichEdit questions

Posted by [alendar](#) on Thu, 16 Dec 2010 22:37:30 GMT

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Here's a fun trick, I don't think I've seen it anywhere in the examples. Zooming with the mouse wheel whilst holding the control key down:

```
struct MyRichEdit : public RichEdit {  
    typedef MyRichEdit CLASSNAME;  
    float zoomlevel;  
  
//=====  
=====  
    virtual void MouseWheel(Point p, int zdelta, dword keyflags) {  
        if (keyflags == K_CTRL) {  
            // Zooms font  
            float fzdelta = zdelta;  
            zoomlevel+= (fzdelta / 240.0); // One bump on the mouse wheel is 120 on my machine  
            RefreshLayoutDeep();  
        } else {  
            // Scrolls down  
            RichEdit::MouseWheel(p, zdelta, keyflags);  
        }  
    }  
  
//=====  
=====  
    void Layout() {  
        RichEdit::Layout();  
        long editor_cx = GetSize().cx;  
        long adaptive_cx = (editor_cx * zoomlevel); // Smaller the number, the bigger the text  
        SetPage(Size(adaptive_cx, INT_MAX));  
    }  
}
```

The RefreshLayoutDeep is required to redraw the text with the new font size.
