
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.
