
Subject: Re: QTF editors and styles

Posted by [mirek](#) on Mon, 10 Jan 2011 09:16:55 GMT

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Style is part of 'RichText'.

RichText::

```
int      GetStyleCount() const          { return style.GetCount(); }
Uuid     GetStyleId(int i) const         { return style.GetKey(i); }
Uuid     GetStyleId(const String& name) const;
const RichStyle& GetStyle(int i) const    { return style[i]; }
const RichStyle& GetStyle(const Uuid& id) const { return UPP::GetStyle(style, id); }
void     SetStyle(const Uuid& id, const RichStyle& _style);
bool     HasStyle(const Uuid& id)         { return style.Find(id) >= 0; }
void     RemoveStyle(const Uuid& id);

const RichStyles& GetStyles() const      { return style; }
void     SetStyles(const RichStyles& styles);
void     OverrideStyles(const RichStyles& masterstyles,
                        bool matchname = true, bool addmissing = true);
void     MergeStyles(const RichText& text);
```

Also, handy is RichEdit::ApplyStyleSheet.

I am afraid you will need a new callback introduced to RichEdit, something like "WhenStyleUpdate"?