
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"?
