
Subject: Re: GridCtrl + rich texts

Posted by [Sender Ghost](#) on Sun, 05 Aug 2012 13:51:24 GMT

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Hello, Luigi.

forlano wrote on Sun, 05 August 2012 12:32: I guess it should work for ArrayCtrl too.

Yes, QTDisplayCls, which inherited from Display, could be used inside manyCtrls, which supports SetDisplay function with Display argument, e.g. ArrayCtrl, ColumnList, DropList, TreeCtrl, etc.

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```
#include <CtrlLib/CtrlLib.h>
```

```
#include <RichText/RichText.h>
```

```
using namespace Upp;
```

```
class App : public TopWindow {
```

```
public:
```

```
    typedef App CLASSNAME;
```

```
    App();
```

```
    ArrayCtrl list;
```

```
};
```

```
App::App()
```

```
{
```

```
    Title("ArrayCtrl with QTF Display");
```

```
    Sizeable().Zoomable();
```

```
    const Size sz(480, 340);
```

```
    SetRect(sz); SetMinSize(sz);
```

```
    list.AutoHideSb();
```

```
    list.SetLineCy(Draw::GetStdFont().GetCy() + 8);
```

```
    list.AddColumn("QTF");
```

```
    list.AddColumn("QTF Display").SetDisplay(QTFDisplay());
```

```
    const String qtf("[* (|x + y[* ]) |` %d]");
```

```
    for (int i = 0; i <= 10; ++i) {
```

```
        const String text(Format(qtf, i));
```

```
        list.Add(text, text);
```

```
    }
```

```
    Add(list.VSizePosZ(4, 4).HSizePosZ(4, 4));
```

```
}
```

```
GUI_APP_MAIN
```

```
{
```

```
    App app;
```

```
app.Run();  
}
```

forlano wrote on Sun, 05 August 2012 12:32I vote to move this example in the reference or examples assembly.

I agree (with some variation of contents). But this is undocumented functionality and question to developer(s) of RichText U++ package.

Edit: Fixed QTF formatted text.
