
Subject: Re: Constant font size in resizable RichEdit?

Posted by [iST1](#) on Fri, 11 Oct 2013 09:02:27 GMT

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Both solutions do not come:

```
class ExtRichEdit : public RichEdit {
public:
    typedef AppRichEdit 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();
#if 0
    //Mirek's solution: to big font
    SetPage(Size(minmax(GetSize().cx, 50, 10000), INT_MAX));
#else
    //Alendar's solution: to small font
    long editor_cx = GetSize().cx;
    long adaptive_cx = (editor_cx * zoomlevel); // Smaller the number, the bigger the text
    SetPage(Size(adaptive_cx, INT_MAX));
#endif
}
};

GUI_APP_MAIN
{
    ExtRichEdit edit;
    TopWindow r;
    r.Add(edit.SizePos());

    TopWindow wnd;
```

```
SplitterFrame sp;  
wnd.AddFrame(sp.Right(r, 300));  
wnd.AddFrame(NullFrame());  
  
    wnd.Run();  
}
```
