
Subject: Re: Constant font size in resizeable 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();
}
```
