
Subject: Re: Constant font size in resizeable RichEdit?

Posted by [koldo](#) on Tue, 22 Oct 2013 14:10:07 GMT

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My proposal:

```
class RichEdit2 : public RichEdit {  
public:  
    RichEdit2() {  
        zoomlevel = 7;  
    }  
    virtual void Layout() {  
        RichEdit::Layout();  
        SetPage(Size(int(zoomlevel*GetSize().cx), INT_MAX)); // Smaller the total, the bigger the text  
    }  
    virtual void MouseWheel(Point p, int zdelta, dword keyflags) {  
        if (keyflags == K_CTRL) { // Zooms font  
            zoomlevel += zdelta/240.;  
            if (zoomlevel < 1)  
                zoomlevel = 10;  
            else if (zoomlevel > 9)  
                zoomlevel = 1;  
            RefreshLayoutDeep();  
        } else // Scrolls down  
            RichEdit::MouseWheel(p, zdelta, keyflags);  
    }  
    double zoomlevel;  
};
```
