
Subject: Re: Message: A passive notifications ctrl and manager.

Posted by [Oblivion](#) on Mon, 19 Feb 2018 14:01:17 GMT

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Hello Klugier,

Unfortunately, the highlight glitch doesn't seem to stem from my code.

It can be replicated as in the below code:

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

```
using namespace Upp;
```

```
class RichTextTest : public TopWindow {  
    FrameTop<RichTextCtrl> qtf;  
    Button bt;
```

```
public:
```

```
    RichTextTest()
```

```
    {  
        SetRect(0, 0, 640, 480);  
        Sizeable().Zoomable().CenterScreen();  
        Add(bt.RightPos(4).BottomPos(4));
```

```
        bt << [=] {  
            String z = "Hello World!";  
            qtf.VCenter();           // Comment out this line, and highlighting works.  
            qtf.SetQTF("[G1 " << z);  
            qtf.Height(40);          // As the height increases, highlighting becomes impossible.  
                                     // This problem doesn't arise with wrapped (Line > 1) text  
            qtf.SetFrame(FieldFrame());  
            AddFrame(qtf);  
        };  
    }  
};
```

```
GUI_APP_MAIN
```

```
{  
    RichTextTest().Run();  
}
```

Maybe the glitch is in the RichTextEdit's text centering method?

Best regards,

