
Subject: Re: GridCtrl + rich texts

Posted by [deep](#) on Sun, 14 Oct 2018 11:34:07 GMT

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Sender Ghost wrote on Sat, 04 August 2012 01:09Hello, Matteo.

idkfa46 wrote on Thu, 02 August 2012 14:29Is it possibile to active QTF format inside GridCtrl grid?

Yes, it's possible to create special GridQTFDisplay class (inherited from GridDisplay), which uses QTFDisplay Paint function.

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

```
using namespace Upp;
```

```
class GridQTFDisplay : public GridDisplay {
public:
    virtual void Paint(Draw& w, int x, int y, int cx, int cy, const Value& val, dword style,
        Color& fg, Color& bg, Font& fnt, bool found, int fs, int fe)
    {
        QTFDisplay().Paint(w, RectC(x, y, cx, cy), val, fg, bg, style);
    }
};
```

```
class App : public TopWindow {
public:
    typedef App CLASSNAME;
    App();
```

```
    GridCtrl list;
};
```

```
App::App()
{
    Title("GridCtrl with QTF Display");
    Sizeable().Zoomable();
    const Size sz(480, 320);
    SetRect(sz); SetMinSize(sz);

    list.Chameleon();
    list.AddColumn("x", 10);
    list.AddColumn("y", 10);
    list.AddColumn("Equation", 50).SetDisplay(Single<GridQTFDisplay>()).HeaderAlignCenter();
    list.AddColumn("Equal");
```

```
    for (int i = 0, x = 1, y = 2; i <= 10; ++i, ++x, ++y)
```

```
list.Add(x, y, Format("[= [1 (x + y)][` %d][1 = %d][` %d]]", i, x + y, i),  
pow(double(x + y), i));  
  
Add(list.VSizePosZ(4, 4).HSizePosZ(4, 4));  
}  
  
GUI_APP_MAIN  
{  
    App app;  
    app.Run();  
}
```

In this example also QTF color not working. All other attributes working.
[@G ...] and [\$Y ...]
