
Subject: Re: Constant font size in resizable RichEdit?

Posted by [Tooraj](#) on Tue, 18 Dec 2018 15:41:31 GMT

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It seems, that this important change was forgotten for RichTextView:

For RichTextView the override needs to be slightly modified:

```
class RichTextView2 : public RichTextView {
public:
    RichTextView2() {
        zoomlevel = 7;
    }
    virtual void Layout() {
        RichTextView::Layout();
        PageWidth( int(zoomlevel*GetSize().cx) ); // 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
            RichTextView::MouseWheel(p, zdelta, keyflags);
    }

    double zoomlevel;
};
```
