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