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Subject: Re: view without pagebreaks?

Posted by [exolon](#) on Tue, 29 May 2007 06:28:37 GMT

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Thanks, INT\_MAX makes sense. I just used some arbitrary fairly big number - I was worried it might have caused some weird side-effects if I set it too huge...

```
Size huge = text.GetPage();
huge.cy = PointDots(270000);
text.SetPage(huge);
```

Caused things to eventually go weird after a lot of writing - perhaps 20,000 lines; a new page finally began, but all the text wrote on top of the same line from that point onwards, resulting in a mess of black at the start of the new, final page.

I avoided it by changing it into a FIFO log buffer, which I wanted anyway.

```
void BridgeLearner::AppendText(String message) {
    text.Disable();
    text.SetEditable();
    int length = text.GetLength();
    if(length > 32767) {
        text.Select(1, 0);
        text.RemoveText(1024);
        length -= 1024;
    }
    text.Select(length, 1);
    text.PasteText(ParseQTF(message));
    text.SetEditable(false);
    text.Enable();
}
```

Disable() and Enable() while writing to the buffer was necessary to stop the user clicking in the window and changing the cursor/write position. Incidentally, "text.Select(text.GetLength(), 0)" instead of "text.Select(text.GetLength(), 1)" caused segfaults for me sometimes. Not sure why that is.

These components are really well-encapsulated - doing the same thing in Win32 API calls would probably be pretty annoying. And this works exactly the same in Linux and Windows. I like UPP more every time I use it!

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