Subject: EncodeRTF bullet bug
Posted by luoganda on Sat, 14 Apr 2018 10:28:50 GMT
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Using
EncodeRTF(Get());
as String EncodeRTF(const RichText& richtext... to save file,
while having for example 3 round bullets:
1st is ok, while
2nd/3rd has one extra space in it when viewing it,
while saving same file with GetQTF and opening it works as expected

And one more thing when viewing same qtf/rtf file with RichEdit,
qtf version has colored/underlined/modifiable links while rtf does not,
while exporting qtf to rtf and then opening rtf. Links are not preserved in the prosess.
I don't know if this is a bug though.

Subject: Re: EncodeRTF bullet bug
Posted by mirek on Mon, 23 Apr 2018 09:18:00 GMT
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luoganda wrote on Sat, 14 April 2018 12:28Using
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I don't know if this is a bug though.

Can you provide a testcase or at least QTF of source file so that I know exactly all circumstances?

Subject: Re: EncodeRTF bullet bug
Posted by luoganda on Tue, 24 Apr 2018 16:24:47 GMT
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ok, here it goes...

File Attachments
1) tpEncodeRTFBullet.7z, downloaded 424 times

Subject: Re: EncodeRTF bullet bug
Posted by mirek on Wed, 25 Apr 2018 07:22:39 GMT
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Hopefully fixed.

It is not a nice fix, but should work. Anyway, further testing is appreciated.

You might want to check upptst/RTF for that...

Mirek

Subject: Re: EncodeRTF bullet bug
Posted by luoganda on Wed, 25 Apr 2018 12:18:23 GMT
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just to make sure,
that 2nd issue didn't work too, eg
Quote:And one more thing when viewing same qtf/rtf file with RichEdit,
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I don't know if this is a bug though.

Will try that out in next nightly build,
btw - how many time is needed for this fixes to be available/merged into main download area?
Next day?

Subject: Re: EncodeRTF bullet bug
Posted by mirek on Wed, 25 Apr 2018 12:36:46 GMT
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luoganda wrote on Wed, 25 April 2018 14:18just to make sure,
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I don't know if this is a bug though.

sorry, missed that one. Well, URL links are not supported at the moment. Should be easy to add...

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btw - how many time is needed for this fixes to be available/merged into main download area?
Next day?

Nightly builds are usually build every night (surprise . From the trunk. This fix is now in the trunk...