Subject: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by omari on Mon, 04 Mar 2019 14:55:03 GMT

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void WriteClipboardHTML(const String& html) :
write the html into clipboard in HTML Format, useful to export formatted text
it write too the extracted text from html, in Unicode Text Format, can be used if the client does not
support HTML Format

WString HtmlToText(String s, bool showLinks = false):
extract text from html, showLinks specify if it include link targets or not.

the zip containe package with the functions and tests.

File Attachments
1) HTML_Clipboard.zip, downloaded 487 times

Subject: Re: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by mirek on Sun, 17 Mar 2019 09:44:43 GMT

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Both functions are handy, but I am undecided about HtmlToText.

Also, I was feeling a little bit uneasy about possiblity of <HTML> string (or that marker comment)
being inside html, so I have slightly changed the function to:

void WriteClipboardHTML(const String& html)
{
 String data;

 data =
  "Version:0.9\n"
  "StartHTML:#000001#\n"
  "EndHTML:#000002#\n"
  "StartFragment:#000003#\n"
  "EndFragment:#000004#\n"
  "StartSelection:#000003#\n"
  "EndSelection:#000004#\n"
  "<HTML>\n"
  "<!--StartFragment -->"
    "<!--EndFragment -->\n"
  "</HTML>\n"
 ;

 data.Replace("#000001#", Sprintf("%08u", data.Find("<HTML>") + 6));
 int start = data.Find("<!--StartFragment -->") + 21;

```
data.Replace("#000003#", Sprintf("%08u", start));
data.Replace("#000004#", Sprintf("%08u", data.Find("<!--EndFragment -->") + html.GetCount()));
data.Replace("#000002#", Sprintf("%08u", data.Find("</HTML>") + html.GetCount()));

 data.Insert(start, html);

 WriteClipboard("HTML Format", data);
}
```

In this form, I am adding this to CtrlCore.

Mire

Subject: Re: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by mirek on Sun, 17 Mar 2019 09:47:29 GMT
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P.S.: On what platform(s) is this tested? Linux / Win32 / MacOS ?

Mirek

Subject: Re: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by omari on Sun, 17 Mar 2019 12:52:56 GMT
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This is the Win32 version.

trying to test it on linux and with a bit of investigation, i found that
the Linux version is as easy as


```
void WriteClipboardHTML(const String& html)
{
 WriteClipboard("text/html", html);
}
```

(tested on Ubuntu/ Gnome)

I dont have a MacOS machine, then i have not tested it.

Subject: Re: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by mirek on Mon, 18 Mar 2019 10:22:00 GMT

omari wrote on Sun, 17 March 2019 13:52This is the Win32 version.

trying to test it on linux and with a bit of investigation, i found that
the Linux version is as easy as


```
void WriteClipboardHTML(const String& html)
{
 WriteClipboard("text/html", html);
}
```

(tested on Ubuntu/ Gnome)

I dont have a MacOS machine, then i have not tested it.

Well, maybe that one would work in win32 too?

Mirek

Subject: Re: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by omari on Mon, 18 Mar 2019 11:31:58 GMT

no, it does not work on win32.

Subject: Re: [FEATURE + patch]WriteClipboardHTML and HtmlToText functions
Posted by Lance on Fri, 05 Nov 2021 16:39:18 GMT

It doens't work on Ubuntu 20.04. With most recent TheIDE (version 15947).