Subject: simple text_edit
Posted by qwerty on Wed, 31 May 2006 12:39:26 GMT
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which component to use if I want Ctrl with simple utf-7 wieving/editing, newlines and tabs? I cant find new lines in QTF, & dont seems like '\n'. And how to use it. There I am quite lost

and, any chance to get, what get can, from richtextedit to text file?

thnx

PS: yes, this I call RAD

Subject: Re: simple text_edit
Posted by forlano on Wed, 31 May 2006 13:40:54 GMT
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qwerty wrote on Wed, 31 May 2006 14:39which component to use if I want Ctrl with simple utf-7 wieving/editing, newlines and tabs? I cant find new lines in QTF, & dont seems like '\n'. And how to use it. There I am quite lost

and, any chance to get, what get can, from richtextedit to text file?

If you need a simple text file editor you should use LineEdit. The code below is the reference example UWord modified with LineEdit. Perhaps it can be useful:

Luigi

```
#include <CtrlLib/CtrlLib.h>
#include <RichEdit/RichEdit.h>


FileSel& TextEditorFs()
{
 static FileSel fs;
 return fs;
}


class TextEditor : public TopWindow {
protected:
 LineEdit   editor;
 MenuBar    menubar;
 ToolBar    toolbar;
 StatusBar  statusbar;
 String     filename;
```

```
 void Load(const String& filename);
 void New();
 void Open();
 void Save();
 void SaveAs();
 void Print();
 void About();
 void Destroy();
 void SetBar();
 void FileBar(Bar& bar);
 void AboutMenu(Bar& bar);
 void MainMenu(Bar& bar);
 void MainBar(Bar& bar);

public:
 typedef TextEditor CLASSNAME;

 TextEditor();
};

void TextEditor::FileBar(Bar& bar)
{
 bar.Add("New", CtrlImg::new_doc(), THISBACK(New))
    .Key(K_CTRL_N)
    .Help("Open new window");
 bar.Add("Open..", CtrlImg::open(), THISBACK(Open))
    .Key(K_CTRL_O)
    .Help("Open existing document");
 bar.Add(editor.IsModified(), "Save", CtrlImg::save(), THISBACK(Save))
    .Key(K_CTRL_S)
    .Help("Save current document");
 bar.Add("SaveAs", CtrlImg::save_as(), THISBACK(SaveAs))
    .Help("Save current document with a new name");
 bar.ToolGap();
 bar.MenuSeparator();
 bar.Add("Print..", CtrlImg::print(), THISBACK(Print))
    .Key(K_CTRL_P)
    .Help("Print document");
 if(bar.IsMenuBar()) {
  bar.Separator();
  bar.Add("Exit", THISBACK(Destroy));
 }
}

void TextEditor::AboutMenu(Bar& bar)
{
 bar.Add("About..", THISBACK(About));
 bar.Separator();
```

```
 bar.Add("What is this ?", callback(PerformDescription))
    .Key(K_SHIFT_F1);
}

void TextEditor::MainMenu(Bar& bar)
{
 bar.Add("File", THISBACK(FileBar));
 bar.Add("Window", callback(WindowsMenu));
 bar.Add("Help", THISBACK(AboutMenu));
}

void TextEditor::New()
{
 new TextEditor;
}

void TextEditor::Load(const String& name)
{
 editor.Set(LoadFile(name));
 editor.ClearModify();
 Title(filename);
}

void TextEditor::Open()
{
 FileSel& fs = TextEditorFs();
 if(fs.ExecuteOpen())
  if(filename.IsEmpty() && !editor.IsModified())
   Load(fs);
  else
   (new TextEditor)->Load(fs);
 else
  statusbar.Temporary("Loading aborted.");
}

void TextEditor::Save()
{
 if(!editor.IsModified()) return;
 if(filename.IsEmpty())
  SaveAs();
 else
  if(SaveFile(filename, editor.Get())) {
   statusbar.Temporary("File " + filename + " was saved.");
   ClearModify();
  }
  else
   Exclamation("Error saving the file: " + filename);
}
```

```
void TextEditor::SaveAs()
{
 FileSel& fs = TextEditorFs();
 if(fs.ExecuteSaveAs()) {
  filename = fs;
  Title(filename);
  Save();
 }
}

void TextEditor::Print()
{
 //editor.Print();
}


void TextEditor::About()
{
 PromptOK("[A5 uNotePad]&Using [*^www://upp.sf.net^ Ultimate`+`+] technology.");
}

void TextEditor::Destroy()
{
 if(editor.IsModified()) {
  switch(PromptYesNoCancel("Do you want to save the changes to the document?")) {
  case 1:
   Save();
   break;
  case -1:
   return;
  }
 }
 delete this;
}

void TextEditor::MainBar(Bar& bar)
{
 FileBar(bar);
 bar.Separator();
}

void TextEditor::SetBar()
{
 toolbar.Set(THISBACK(MainBar));
}

TextEditor::TextEditor()
```

```
{
 AddFrame(menubar);
 AddFrame(TopSeparatorFrame());
 AddFrame(toolbar);
 AddFrame(statusbar);
 Add(editor.SizePos());
 menubar.Set(THISBACK(MainMenu));
 Sizeable().Zoomable();
 WhenClose = THISBACK(Destroy);
 menubar.WhenHelp = toolbar.WhenHelp = statusbar;
 static int doc;
 Title(Format("Document%d", ++doc));
 Icon(CtrlImg::File());
 editor.ClearModify();
 editor <<= THISBACK(SetBar);
 SetBar();
 OpenMain();
 ActiveFocus(editor);
}

void SerializeApp(Stream& s)
{
 int version = 0;
 s / version;
 s % TextEditorFs();
}

GUI_APP_MAIN
{
 SetLanguage(LNG_ENGLISH);

 TextEditorFs().Type("text files", "*.*")
         .AllFilesType()
         .DefaultExt("txt");

 LoadFromFile(callback(SerializeApp));
 new TextEditor;
 Ctrl::EventLoop();
 StoreToFile(callback(SerializeApp));
}
```

Subject: Re: simple text_edit
Posted by qwerty on Wed, 31 May 2006 13:53:17 GMT
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hmm... thank you, but not resolve my problem in 100%, which I'd not mentioned(just realized,

sorry). I need to add the characters from the code(not by typing keys) to the LineEdit with formating, wich offer LineEdit.
