
Subject: how can i get the image in the RichText?

Posted by [jimo](#) on Sat, 25 Jul 2020 03:42:26 GMT

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RichEdit edt;

// then i pasted a image to the edt from cliboard

const RichText& rt = edt.Get();

// how can i get the image from RichText?

tk!

Subject: Re: how can i get the image in the RichText?

Posted by [mirek](#) on Wed, 29 Jul 2020 08:40:38 GMT

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jimo wrote on Sat, 25 July 2020 05:42

RichEdit edt;

// then i pasted a image to the edt from cliboard

const RichText& rt = edt.Get();

// how can i get the image from RichText?

tk!

Well, there can be more than one... :)

However, if you want to get all of them, then the easy way is to use RichText::Iterator to iterate through all paragraphs, then RichPara::GetCount, RichPara::operator[] to iterate through all paragraph parts, check if that is object, convert the object to its natural size and paint it...

Mirek

Subject: Re: how can i get the image in the RichText?

Posted by [mirek](#) on Wed, 29 Jul 2020 09:01:43 GMT

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```
Vector<Image> ExtractImages(const RichText& txt)
```

```
{  
    struct Iter : RichText::Iterator {  
        Vector<Image> m;
```

```
virtual bool operator()(int, const RichPara& para) {  
    for(int i = 0; i < para.GetCount(); i++) {  
        const RichPara::Part& p = para[i];  
        if(p.object)  
            m.Add(p.object.ToImage(p.object.GetPixelSize()));  
    }  
    return false;  
}  
} iter;  
  
txt.Iterate(iter);  
  
return pick(iter.m);  
}
```

(Now added as reference example).

Subject: Re: how can i get the image in the RichText?
Posted by [jimo](#) on Wed, 29 Jul 2020 09:14:34 GMT
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Thx mirek

i'm writing a little chat program,
the other question is How to change the bgcolor when selecting .
i think the invert color is ugly ... :?

File Attachments

- 1) [1.png](#), downloaded 258 times
 - 2) [2.png](#), downloaded 289 times
-

Subject: Re: how can i get the image in the RichText?
Posted by [mirek](#) on Wed, 29 Jul 2020 10:09:04 GMT
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That needs changes in RichText/RichEdit.

However, why not... I have now added DrawSelection field to PaintInfo to customize the appearance. This is now possible in the trunk:

```
RichEditWithToolBar e;  
PaintInfo pi;  
pi.DrawSelection = [](Draw& dw, int x, int y, int cx, int cy) {  
    static Image m;  
    ONCELOCK {  
        m = CreateImage(Size(128, 128), 50 * Blue());  
    }  
    dw.Clip(x, y, cx, cy);  
    for(int w = 0; w < cx; w += 128)  
        for(int h = 0; h < cy; h += 128)  
            dw.DrawImage(x + w, y + h, m);  
    dw.End();  
};  
e.SetPaintInfo(pi);
```
