Subject: how can i get the image in the RichText?
Posted by jimo on Sat, 25 Jul 2020 03:42:26 GMT

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?

tks!

Subject: Re: how can i get the image in the RichText?
Posted by mirek on Wed, 29 Jul 2020 08:40:38 GMT

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?

tks!

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

```
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 backcolor when selecting .
i think the invert color is ugly ...

File Attachments
1) 1.png, downloaded 513 times

17:08:13
hello
17:08:37
are you ok
admin 17:08:55
what's wrong?
admin 17:09:58
[IMG]/upload/images/2020/07/29/6546

yes....

2) 2.png, downloaded 529 times

17:08:37
are you ok
admin 17:08:55
what's wrong?
admin 17:09:58
[IMG]/upload/images/2020/07/29/654

yes....

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);
```