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Subject: Set color in lineedit widget  
Posted by [michael](#) on Mon, 07 May 2007 20:46:54 GMT  
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I want to output some user-actions in my application like user logged in and so on...

Is the LineEdit the right widget for this?

If yes, how can i add text, set fontsize, fontcolor and backgroundcolor in LineEdit widget?

Sorry for those basic questions, i'm still very new to ultimate++ and do not understand some maybe well documented things in the manual.

Thanks.

Michael

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Subject: Re: Set color in lineedit widget  
Posted by [mrjt](#) on Tue, 08 May 2007 11:03:54 GMT  
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You can change the font using LineEdit::SetFont. Colors are set with LineEdit::SetColor. For example:

```
editctrl.SetFont(Font::ARIAL, 16);  
editctrl.SetColor(INK_NORMAL, Blue());
```

The colours that can be set are defined in CtrlLib/TextEdit.h. It is not possible to set colours for individual lines.

James

[edit] added brace for code

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Subject: Re: Set color in lineedit widget  
Posted by [michael](#) on Tue, 08 May 2007 11:18:43 GMT  
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Hi James,

when i use this

```
editor.SetFont(Font::ARIAL, 16);
```

i get these error:

```
G:\Entwicklung\UPP\prohibisZA\main.cpp: In constructor `prohibisZA::prohibisZA()':
G:\Entwicklung\UPP\prohibisZA\main.cpp:29: error: no matching function for call to
`Upp::LineEdit::SetFont(Upp::Font::<anonymous enum>, in
t)'
C:/Programme/UltimatePP/uppsrc/CtrlLib/TextEdit.h:311: note: candidates are: Upp::LineEdit&
Upp::LineEdit::SetFont(Upp::Font)
G:\Entwicklung\UPP\prohibisZA\main.cpp:30: error: stray '\184' in program
G:\Entwicklung\UPP\prohibisZA\main.cpp:30: error: `INK_NORMAL' undeclared (first use this
function)
G:\Entwicklung\UPP\prohibisZA\main.cpp:30: error: (Each undeclared identifier is reported only
once for each function it appears in.)
prohibisZA: 1 file(s) built in (0:02.34), 2344 msec / file, duration = 2375 msec, parallelization 0%
```

Do i have to include somethings special to use font or color?

Michael

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Subject: Re: Set color in linedit widget  
Posted by [fallingdutch](#) on Tue, 08 May 2007 11:19:52 GMT  
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after INK\_NORMAL use a ','

Bas

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Subject: Re: Set color in linedit widget  
Posted by [michael](#) on Tue, 08 May 2007 11:28:05 GMT  
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changed it but same 'undeclared error'.

```
G:\Entwicklung\UPP\prohibisZA\main.cpp: In constructor `prohibisZA::prohibisZA()':
G:\Entwicklung\UPP\prohibisZA\main.cpp:29: error: no matching function for call to
`Upp::LineEdit::SetFont(Upp::Font::<anonymous enum>, in
t)'
C:/Programme/UltimatePP/uppsrc/CtrlLib/TextEdit.h:311: note: candidates are: Upp::LineEdit&
Upp::LineEdit::SetFont(Upp::Font)
G:\Entwicklung\UPP\prohibisZA\main.cpp:30: error: `INK_NORMAL' undeclared (first use this
function)
```

is there anything special to include when using color or font?

and how can i add simple strings to this LineEdit Control?

Don't think i'm too lazy to read the manual, but i didn't get it there...

Michael

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Subject: Re: Set color in linedit widget

Posted by [mrjt](#) on Tue, 08 May 2007 14:19:09 GMT

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My humble apologies, the code segment above contained some glaring errors. The correct code is:

```
editctrl.SetFont(Font(Font::ARIAL, 14));  
editctrl.SetColor(LineEdit::INK_NORMAL, SBlue());
```

Serves me right for not compiling it myself.

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Subject: Re: Set color in linedit widget

Posted by [michael](#) on Tue, 08 May 2007 14:44:47 GMT

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Great, that works. But which values can be set as color? Blue(), Black() etc. Where is this defnied?

And besides this problem... It couldn't be that hard to add some simple String to this LineEdit Control. Yes, i can type some text into this control but i would like to add some string like this:

```
editor.Insert("A_Test");
```

What's the right method to insert a string into a LineEdit Control?

Michael

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Subject: Re: Set color in linedit widget

Posted by [mrjt](#) on Tue, 08 May 2007 14:50:56 GMT

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Use LineEdit::Insert to add lines. For instance:

```
editctrl.Insert(editctrl.GetLength(), "Some text\nSome More text\n")  
Appends two lines to the end of the text.
```

There are two ways of find functions like these yourself that are much quicker than asking here or even using the manual:

- Typing the name of the class or an instantiation of it followed by :: or . (ie LineEdit::) brings up

the autocomplete box with all the member functions for that class and allows filtering as you type.  
- Query(Ctrl-Q) allows you to find functions, classes and enums very quickly. For instance, querying 'Blue' takes you straight to all the color definitions. Right clicking on a function gives the option to goto the definition/declaration.

James

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Subject: Re: Set color in lineedit widget  
Posted by [michael](#) on Tue, 08 May 2007 15:52:54 GMT  
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Thank you, James.

This was very helpful.

Michael

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Subject: Re: Set color in lineedit widget  
Posted by [mirek](#) on Tue, 08 May 2007 17:17:51 GMT  
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mrjt wrote on Tue, 08 May 2007 10:50  
- Query(Ctrl-Q) allows you to find functions, classes and enums very quickly. For instance, querying 'Blue' takes you straight to all the color definitions. Right clicking on a function gives the option to goto the definition/declaration.

You can also try Alt+J with cursor at "Blue".

Mirek

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Subject: Re: Set color in lineedit widget  
Posted by [waxblood](#) on Wed, 06 Jun 2007 11:04:56 GMT  
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mrjt wrote on Tue, 08 May 2007 16:19 My humble apologies, the code segment above contained some glaring errors. The correct code is:

```
editctrl.SetFont(Font(Font::ARIAL, 14));  
editctrl.SetColor(LineEdit::INK_NORMAL, SBlue());
```

Serves me right for not compiling it myself.

SBlue() seems to be deprecated

extract from Draw.h

```
//DEPRECATED: TODO
Color SBlack();
Color SGray();
Color SLtGray();
Color SWhiteGray();
Color SWhite();
Color SRed();
Color SGreen();
Color SBrown();
Color SBlue();
Color SMagenta();
Color SCyan();
Color SYellow();
Color SLtRed();
Color SLtGreen();
Color SLtYellow();
Color SLtBlue();
Color SLtMagenta();
Color SLtCyan();
//END OF DEPRECATED
```

the right color names seem to be without the S in front of them  
i.e. Blue() instead of SBlue()

Ciao,  
David

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Subject: Re: Set color in lineedit widget  
Posted by [mirek](#) on Wed, 06 Jun 2007 20:48:56 GMT  
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Yes, SBlue was in fact \*usually\* blue color used to highlight menu items on host platform. All others S\* were derived that way, the idea was that using such mapping colors, GUI would better react to color scheme changes.

However, over time, idea was found flawed, therefore they are now deprecated. You can use "direct" SColor\* colors (e.g. SColorHighlight) to accomodate your widgets to host color scheme.

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