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Subject: TextCtrl not working

Posted by [guido](#) on Tue, 26 Jun 2007 14:46:07 GMT

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Hi,

I need word wrap in a dialog of my app,  
so I changed a LineEdit to a TextCtrl in layout editor.  
That doesn't work. The ctrl frame shows garbage, i.e.  
random content from some other visible window. So window  
refresh somehow doesn't work. What am I missing here?

I attached a sample app. That's not the actual app I'm  
developing right now. Just a toy app I did for learning  
some time ago, which I modified for confirming the problem.

Guido

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#### File Attachments

1) [Neatpad.zip](#), downloaded 474 times

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Subject: Re: TextCtrl not working

Posted by [mirek](#) on Tue, 26 Jun 2007 15:10:05 GMT

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DocEdit.

TextCtrl is just a common base for DocEdit and LineEdit, it does not work alone.

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Subject: Re: TextCtrl not working

Posted by [guido](#) on Tue, 26 Jun 2007 16:26:41 GMT

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luzr wrote on Tue, 26 June 2007 17:10DocEdit.

TextCtrl is just a common base for DocEdit and LineEdit, it does not work alone.

Alright then - works.

I tried a RichTextCtrl, but it refuses to become editable.  
Also it uses a huge font, which I try to override like so:

```
dlg.method.SetQTF("[=2 " + recipetable.Get(0, 4).ToString() + "]);  
dlg.method.SetEditable(true);
```

```
dlg.method.ClearModify();
```

But all that is being ignored.

Well, DocEdit works for me. So it's all good for now.

I have attached screenshots of my app's main window and the dialog in question.

Left side are the sqlite database views.

Right side is the chosen recipe composed into RichTextView.

It's a cooking recipe database, if you haven't figured.

Guido

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#### File Attachments

1) [caterdlg.png](#), downloaded 541 times

2) [caterapp.png](#), downloaded 535 times

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Subject: Re: TextCtrl not working

Posted by [mirek](#) on Tue, 26 Jun 2007 17:40:58 GMT

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[quote title=guido wrote on Tue, 26 June 2007 12:26]luzr wrote on Tue, 26 June 2007 17:10DocEdit.

TextCtrl is just a common base for DocEdit and LineEdit, it does not work alone.

Alright then - works.

I tried a RichTextCtrl, but it refuses to become editable.

[quote]

To edit rich texts, use RichEdit. It is too big to be included in CtrlLib - it is in separate package.

Quote:

Also it uses a huge font, which I try to override like so:

Try the Zoom parameter... (SetQTF).

Mirek

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