
Subject: Using RichEdit in dialog
Posted by [alex100](#) on Thu, 22 Nov 2007 15:07:21 GMT
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Hi all,
I would like to include a little word processor at a bottom of a dialog window. This dialog already has other types of widgets. I added a RichTextView and a RichTextCtrl widgets but they seem to be readonly. I looked to the UWord example and I saw that this example uses a RichEdit. Is it possible to add a RichEdit widget at design time? If not, how can I use it? subclassing?! how?

Thanks a lot,

Alex

Subject: Re: Using RichEdit in dialog
Posted by [mrjt](#) on Thu, 22 Nov 2007 15:28:58 GMT
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- 1) Add the RichEdit package to the project. Project->AddPackage
- 2) Before the line '#define LAYOUTFILE xxxx' add '#include <RichEdit/RichEdit.h>'
- 3) In the designer add a 'User Class' to the form. Select the new control and change it's type (in the box to the left of the name) to either RichEdit or RichEditWithToolBar.

All done.

Subject: Re: Using RichEdit in dialog
Posted by [alex100](#) on Thu, 22 Nov 2007 15:50:07 GMT
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Great!!

Thanks a lot!

Alex
