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Subject: Get, modify and set text of RichEdit(WithToolBar)

Posted by [alex100](#) on Tue, 26 Feb 2008 08:13:58 GMT

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Hi,

Is it possible to specify a top offset for page on RichEdit? I would like that text begin on the half of the page on the first page and begin on the top on the other pages.

Well, my poor solution is, during printing get text from the richedit, insert some blank paragraphs on the top, print and then restore the original text. I am waiting for a flickering but I have no other solution.

Thus I use the code (yet before inserting blank paragraphs):

```
String strQTF << txText.GetQTF(CHARSET_ISO8859_1);
txText.SetQTF(strQTF);
```

When the text is restored the word UTF-8 appears on the beginning...

Which is the right way to get and set the text of richEdit control? by the way, How do I insert blank paragraphs on top? I am using the symbol & but it doesn't work.

A better solution would also be appreciated.

Thank you

Alex

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [mirek](#) on Tue, 26 Feb 2008 20:08:25 GMT

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alex100 wrote on Tue, 26 February 2008 03:13

Thus I use the code (yet before inserting blank paragraphs):

```
String strQTF << txText.GetQTF(CHARSET_ISO8859_1);
txText.SetQTF(strQTF);
```

When the text is restored the word UTF-8 appears on the beginning...

Not reproduced. I tried:

```
String FileName()
{
// return "d:/test.qtf";
return GetExeDirFile("test.qtf");
}
```

```
GUI_APP_MAIN
{
// ChClassicSkin();
// ChStdSkin();
// SetLanguage(LNG_('P','L','P','L'));

// InstallCrashDump();

DUMP(GUI_PopUpEffect());
RichEditWithToolBar e;

DUMP(ScrollBarSize());

e.Pick(ParseQTF(LoadFile(FileName())));
TopWindow w;
w.SetRect(0, 0, 700, 500);
w.Sizeable().Zoomable();
w.Add(e.SizePos());
w.Run();

String strQTF = e.GetQTF(CHARSET_ISO8859_1);
e.SetQTF(strQTF);
w.Run();

String x = e.GetQTF();
SaveFile(FileName(), x);
LOG("Exit");
}
```

Mirek

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)  
Posted by [alex100](#) on Tue, 26 Feb 2008 20:43:45 GMT  
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Thanks for your help but it doent work yet

I dont need to save nor load any file. I want tp present on screen richEdit blank, then user writes something and I need by code to pull writen text down in order to put an header on the writen text. So I need to know how to get richedit contents to memory, pull text down (returns or empty paragraphs) and then put the modified text again in the rich edit.

Does richedit supports headers?

Hope someone help me,

Alex

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [alex100](#) on Tue, 26 Feb 2008 20:45:16 GMT

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Also, if U use this code:

```
String strQTF = txText.GetQTF(CHARSET_ISO8859_1);
txText.SetQTF(strQTF);
```

the word "UTF-8" appears before the text.

Alex

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [mirek](#) on Tue, 26 Feb 2008 21:04:57 GMT

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alex100 wrote on Tue, 26 February 2008 15:45Also, if U use this code:

```
String strQTF = txText.GetQTF(CHARSET_ISO8859_1);
txText.SetQTF(strQTF);
```

the word "UTF-8" appears before the text.

Alex

Well, this is what I do in above example and it seems to work OK (?).

Mirek

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [alex100](#) on Tue, 26 Feb 2008 21:37:04 GMT

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No, it doesn't work...

Suppose I have a form with the RichEditWithToolbar (txText) and a button. When I run the app I write "Hello" on the blank RichEdit. Then I push the button and I saw "UTF-8 Hello" on the RichEdit. Is this normal behaviour. If so How do I remove the UTF-8 part of the Text.

Note: Button has this code:

```
String strQTF = txText.GetQTF(CHARSET_ISO8859_1);
txText.SetQTF(strQTF);
```

This is the first problem. Then I need to insert soveral blank lines on the text before put it on the RichEdit.

Any help?

Alex

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**Subject: Re: Get, modify and set text of RichEdit(WithToolBar)**

Posted by [alex100](#) on Tue, 26 Feb 2008 22:59:57 GMT

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One way could be:

```
RichText clip=txText.CopyText(0,MAXINT); //Get text
txText.Clear(); //Clear RichEdit
//Insert some empty lines on the top of the text
txText.PasteText(clip); //Put text again on the RichText
```

But during the PasteText it appends an extra "return" key on the end of the text, this means that for each PasteText it appends a new paragraph. Why append a new empty paragraph during the PasteText?

Alex

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**Subject: Re: Get, modify and set text of RichEdit(WithToolBar)**

Posted by [mirek](#) on Tue, 26 Feb 2008 23:27:45 GMT

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alex100 wrote on Tue, 26 February 2008 16:37No, it doesnt work...

Supose I have a form with the RichEditWithToolbar (txText) and a button. When I run the app I write "Hello" on the blank RichEdit. Then I push the button and I saw "UTF-8 Hello" on the RichEdit. Is this normal behaviour. If so How do I remove the UTF-8 part of the Text.

Note: Button has this code:

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String strQTF = txText.GetQTF(CHARSET_ISO8859_1);
txText.SetQTF(strQTF);
```

This is the first problem. Then I need to insert soveral blank lines on the text before put it on the

RichEdit.

Any help?

Alex

Please, do not suppose, post a testcase (small compilable package that demonstrates the issue, zipped). Will take less time than trying to describe the situation...

Mirek

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [alex100](#) on Wed, 27 Feb 2008 09:16:20 GMT

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Ok, you are right, here is a simple example called PullText

Alex

[File Attachments](#)

1) [PullText.zip](#), downloaded 357 times

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [mirek](#) on Wed, 27 Feb 2008 09:55:42 GMT

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alex100 wrote on Wed, 27 February 2008 04:16Ok, you are right, here is a simple example called PullText

Alex

Excellent, thanks. U++ bug, now fixed.

Quick fix: RichText/EncodeQTF.cpp 490:

```
qtf << "%" << LNGAsText(SetLNGCharset(lang, CHARSET_DEFAULT));
```

Mirek

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Subject: Re: Get, modify and set text of RichEdit(WithToolBar)

Posted by [alex100](#) on Wed, 27 Feb 2008 10:06:08 GMT

Great!

Thank you too!

Alex

PS: No doubt, on next messages I will append always an example application, if applicable.

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