
Subject: How To Find/Replace on RichEditWithToolBar

Posted by [alex100](#) on Mon, 23 Jun 2008 20:14:20 GMT

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Hi all,

I am trying to use a button to test the find/replace operation on the RichEditWithToolBar but I cant access that member.

Can you, please, tell me How do I do that?

A sample source code would be appreciated,

Thank you,

Alex

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [alex100](#) on Tue, 24 Jun 2008 15:48:43 GMT

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Is it possible to make this?

Thank you

Alex

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [mirek](#) on Thu, 26 Jun 2008 08:43:14 GMT

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alex100 wrote on Tue, 24 June 2008 11:48Is it possible to make this?

Thank you

Alex

You cannot invoke it directly, but there is

```
void FindReplaceTool(Bar& bar, dword key = K_CTRL_F);
```

member that adds the button to any toolbar.

Note that button just opens the find dialog, IMO it is pointless to expose this as public (but I can if you think it would help, OTOH it would lock us with current find/replace user interface).

Mirek

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [alex100](#) on Sat, 28 Jun 2008 07:12:04 GMT

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Yes, I would like to open a document with some custom tags in there and then replace that tags with some text but in automated fashion...

Is there any ideas?

Nuno Costa

PS: I think this is a very important feature for the RichEdit widget...

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [mirek](#) on Sat, 28 Jun 2008 20:57:34 GMT

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alex100 wrote on Sat, 28 June 2008 03:12 Yes, I would like to open a document with some custom tags in there and then replace that tags with some text but in automated fashion...

Is there any ideas?

Nuno Costa

PS: I think this is a very important feature for the RichEdit widget...

What do you mean by "custom tags in document"?

Mirek

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [alex100](#) on Mon, 30 Jun 2008 09:34:53 GMT

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Hi,

Suppose I have a database with some customers and I want to send a letter to all of them, for instance.

I was planning to write some document using the word processor (sample) that comes with Ultimate++. Suppose this document:

Customer name: <NNNNNN>

Customer id: <iiiiii>

Customer adress: <D1D1D1D1>

<D2D2D2D2>

<D2D2D2D2>

<D3D3D3D3>

Dear <NNNNNN>

Congratulation for blablabla
blablabla

...

Then when I choose "send letter to customers main menu"

I would like to open a dialog with a RichEdit widget that automatically opens the document above and also the database. Then for each customer it finds its details and replaces the tags

<

<NNNNNN>

<iiiiii>

<D1D1D1D1>

<D2D2D2D2>

<D2D2D2D2>

<D3D3D3D3>

accordingly and prints a letter for each customer.

It that what I am trying to do.
Any ideas?

Many thanks

Alex

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [mirek](#) on Mon, 30 Jun 2008 16:53:52 GMT

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alex100 wrote on Mon, 30 June 2008 05:34Hi,

Suppose I have a database with some customers and I want to send a letter to all of them, for instance.

I was planning to write some document using the word processor (sample) that comes with Ultimate++. Suppose this document:

Customer name: <NNNNNN>

Customer id: <iiiiii>

Customer adress: <D1D1D1D1>
<D2D2D2D2>
<D2D2D2D2>
<D3D3D3D3>

Dear <NNNNNN>

Congratulation for blablabla
blablabla
...

Then when I choose "send letter to customers main menu"

I would like to open a dialog with a RichEdit widget that automatically opens the document above and also the database. Then for each customer it finds its details and replaces the tags

<
<NNNNNN>
<iiiiii>
<D1D1D1D1>
<D2D2D2D2>
<D2D2D2D2>
<D3D3D3D3>

accordingly and prints a letter for each customer.

It that what I am trying to do.
Any ideas?

Many thanks

Alex

Sure, I am doing something very similar, if a bit advanced, all the time.

Anyway, I do not believe you need that dialog for this. Just tak RichText, scan it and replace what you need

OK, my method is a bit different, as I am (mis)using index entries to mark parts of document that are about to be replaced.

Anyway, for the inspiration, the heart of the code goes like this:

```
RichTxt Expand(const RichTxt& text, const RichStyles& styles,  
               const VectorMap<String, NamedText>& map)
```

```

{
    RichText r;
    NamedText deftext;
    deftext.text = "*****";
    for(int i = 0; i < text.GetPartCount(); i++) {
        if(text.IsPara(i)) {
            RichPara para = text.Get(i, styles);
            RichPara rpara;
            rpara.format = para.format;
            for(int j = 0; j < para.GetCount(); j++) {
                const RichPara::Part& p = para[j];
                if(IsNull(p.format.indexentry))
                    rpara.part.Add(p);
            }
            else {
                StringBuffer t;
                String d = map.Get(p.format.indexentry.ToString(), deftext).text;
                t << "[%CS-CZI" << p.format.indexentry.ToString() << "; " << d << "];";
                RichText txt = ParseQTF(t);
                if((txt.GetPartCount() > 1 || txt.GetPartCount() > 0 && txt.IsTable(0))
                    && rpara.GetCount() == 0) {
                    for(int i = 0; i < txt.GetPartCount(); i++)
                        if(txt.IsPara(i))
                            r.Cat(txt.Get(i));
                        else {
                            RichTable tab(txt.GetTable(i), 1);
                            r.CatPick(tab);
                        }
                    goto norpara;
                }
            }
            else
                if(txt.GetPartCount() && txt.IsPara(0)) {
                    RichPara par = txt.Get(0);
                    for(int j = 0; j < par.GetCount(); j++) {
                        rpara.part.Add(par[j]);
                        rpara.part.Top().format = p.format;
                    }
                }
        }
    }
    r.Cat(rpara);
    norpara:;
}
else {
    RichTable tab(text.GetTable(i), 1);
    Size sz = tab.GetSize();
    for(int q = 0; q < sz.cy; q++)
        for(int j = 0; j < sz.cx; j++) {
            RichTxt h = Expand(tab.Get(q, j), styles, map);

```

```
    tab.SetPick(q, j, h);  
    }  
    r.CatPick(tab);  
    }  
    }  
    return r;  
}
```

```
RichText Expand(const char *qtf, const VectorMap<String, NamedText>& map)  
{  
    RichText text = ParseQTF(qtf);  
    RichStyles styles;  
    styles <=<= text.GetStyles();  
    return RichText(Expand(text, styles, map), styles);  
}
```

Subject: Re: How To Find/Replace on RichEditWithToolBar
Posted by [alex100](#) on Wed, 02 Jul 2008 07:57:05 GMT
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Hi, thank you for the tip!

The dialog is just for "print preview" when only one letter is to be "replaced/processed", thus, user can see it before printing. If more than one letter is to be processed no advantage to see it processing.

I am using Ultimate++ for making applications to deploy. I think it is a very good framework (I choose it and not choose other similar frameworks). To the best of my knowledge I think it misses a "report widget" and thus I am trying to make it using the RichText widget. So, may be on the near future, me or you or other Ultimate++ community member could implement a ready to use report widget using tags or not, using RichText or not...

Many thanks,

Alex

Subject: Re: How To Find/Replace on RichEditWithToolBar
Posted by [mirek](#) on Wed, 02 Jul 2008 08:56:18 GMT
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Report package is of no use to you?

It was designed a the report facility. And it is used as such quite often Also, check reference/Reports

Anyway, if you want something more close to RichText, there is also a bunch of RichText viewer widgets in CtrlLib.

Mirek

Subject: Re: How To Find/Replace on RichEditWithToolBar

Posted by [alex100](#) on Wed, 02 Jul 2008 15:51:27 GMT

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I forgot the existence of the `reference\report`. It could also help me.

Yes, my reports are more close to RichText (mailling letters) so I will try to use your tip to implement a method to replace tags with text (preserving the formating) using the richText widget.

Thank you again

Alex
