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Subject: How to use QTF/RichText with support of links as node of TreeCtrl?

Posted by [Novo](#) on Mon, 24 Nov 2008 19:35:11 GMT

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What is the best way of using QTF/RichText with support of links as node of TreeCtrl?

seems to be an inefficient way to display QTF because it calls ParseQTF() in GetStdSize(), RatioSize(), and Paint() methods. Direct using of RichText would be a more efficient way.

correct size of a control to pass it to a TreeCtrl::Node.

Any help will be appreciated.

Thanks.

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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?

Posted by [mirek](#) on Tue, 25 Nov 2008 19:50:08 GMT

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RichTextCtrl::Height, Width

Width returns maximal width, but that can be wider than available screen area.

Height returns the height for given width.

Mirek

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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?

Posted by [Novo](#) on Wed, 26 Nov 2008 05:41:51 GMT

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Thanks.

I've tried that way. Unfortunately, it is not working for me.

```
Array<RichTextCtrl> rt_ctrl;  
TreeCtrl wtree;
```

```
rt_ctrl.Add().SetZoom(Zoom(1, 7)).NoSb().SetQTF(qtf_text);  
int x = rt_ctrl.Top().GetWidth();
```

```
Size sz(x, rt_ctrl.Top().GetHeight(x));  
wtree.Add(parent_id, TreeCtrl::Node(rt_ctrl.Top()).SetSize(sz));
```

The size is bigger, probably, because of zooming.

QTFDisplay() makes magic with ApplyZoom.

```
RichText rtext = ParseQTF(s);  
rtext.ApplyZoom(GetRichTextStdScreenZoom());  
draw.DrawRect(r, paper);
```

There is no ApplyZoom in RichTextCtrl. GetMinSize()/GetMaxSize() are not working either.

I'm definitely missing something.

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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?  
Posted by [Novo](#) on Fri, 28 Nov 2008 06:16:59 GMT  
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I finally figured out how to calculate correct size of a RichTextCtrl.

```
rt_ctrl.Add().SetZoom(Zoom(1, 7)).NoSb().SetQTF(qtf_text);  
int x = rt_ctrl.Top().GetWidth();  
Size sz(x, rt_ctrl.Top().GetHeight(x));  
  
sz /= 7;  
sz.cx += 1;
```

It seems a little strange that I need to apply zooming to the size manually.

Another question.

Is there an example how to paint selected node with RichTextCtrl?  
I mean background with correct color.

TIA

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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?

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Posted by [mirek](#) on Sat, 29 Nov 2008 12:14:16 GMT

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Novo wrote on Fri, 28 November 2008 01:16l finally figured out how to calculate correct size of a RichTextCtrl.

```
rt_ctrl.Add().SetZoom(Zoom(1, 7)).NoSb().SetQTF(qtf_text);
int x = rt_ctrl.Top().GetWidth();
Size sz(x, rt_ctrl.Top().GetHeight(x));
```

```
sz /= 7;
sz.cx += 1;
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It seems a little strange that I need to apply zooming to the size manually.

Another question.

Is there an example how to paint selected node with RichTextCtrl?  
I mean background with correct color.

I am not sure it is easily possible. In fact, background is less problem (Transparent + SetBackground(Null)), but the real problem is text color....

Mirek

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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?  
Posted by [Novo](#) on Mon, 01 Dec 2008 03:01:03 GMT

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luzr wrote on Sat, 29 November 2008 07:14

I am not sure it is easily possible. In fact, background is less problem (Transparent + SetBackground(Null)), but the real problem is text color....

Mirek

I've tried \$N with QTF and Background(Null) with RichTextView. Unfortunately, that didn't help.

In QTFFDisplayCls::Paint you do that in a different way:

```
s << "[@" << ink.GetR() << "." << ink.GetG() << "." << ink.GetB() << "]" << v;
```

@ is supposed to define a text color. So, I'm a somewhat lost.

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Subject: Re: How to use QTF/RichText with support of links as node of TreeCtrl?

Posted by [Novo](#) on Mon, 08 Dec 2008 04:21:48 GMT

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I've managed to get RichTextCtrl displayed and handled correctly (highlighted background of selected node) by fixing TreeCtrl::Paint.

[http://www.ultimatepp.org/forum/index.php?t=msg&goto=19487&#msg\\_19487](http://www.ultimatepp.org/forum/index.php?t=msg&goto=19487&#msg_19487)

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