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Subject: Does a Ctrl may be a RichObject ?  
Posted by [koldo](#) on Mon, 05 Oct 2009 21:49:07 GMT  
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Hello all

I would like to know how to insert Ctrl like EditString, Button or DropDownList inside a RichEdit.

Here I enclose you a simulated screenshot from RichTextObject example.

With it it would be possible to fill forms made with RichEdit and launch functions.

Best regards  
Koldo

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[File Attachments](#)

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1) [Dib.PNG](#), downloaded 1046 times

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Subject: Re: Does a Ctrl may be a RichObject ?  
Posted by [mirek](#) on Wed, 07 Oct 2009 09:16:18 GMT  
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koldo wrote on Mon, 05 October 2009 17:49Hello all

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At the moment, this would be hard.

The only way is to use

[http://www.ultimatepp.org/reference\\$RichTextLayoutTracer.htm](http://www.ultimatepp.org/reference$RichTextLayoutTracer.htm) I

and then place widgets over the RichText.

Mirek

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Subject: Re: Does a Ctrl may be a RichObject ?  
Posted by [koldo](#) on Wed, 07 Oct 2009 10:02:22 GMT  
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luzr wrote on Wed, 07 October 2009 11:16koldo wrote on Mon, 05 October 2009 17:49Hello all

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Mirek

Sorry Mirek

Could you detail this a little bit more?

Best regards  
Koldo

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Subject: Re: Does a Ctrl may be a RichObject ?  
Posted by [mirek](#) on Thu, 08 Oct 2009 14:32:36 GMT  
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koldo wrote on Wed, 07 October 2009 06:02luzr wrote on Wed, 07 October 2009 11:16koldo wrote on Mon, 05 October 2009 17:49Hello all

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Mirek

Sorry Mirek

Could you detail this a little bit more?

Use RichTextLayoutTracer to find out where are positions of various widgets you want to display (invent some way how to specify that in Qtf, e.g. misusing text in index would work), then, having positions, overlay them over the RichText.

Mirek

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**Subject: Re: Does a Ctrl may be a RichObject ?**  
Posted by [koldo](#) on Thu, 08 Oct 2009 20:56:25 GMT  
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Ooooh

Perhaps I will try it other day...

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**Subject: Re: Does a Ctrl may be a RichObject ?**  
Posted by [jjacksonRIAB](#) on Thu, 10 Oct 2019 15:57:16 GMT  
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mirek wrote on Thu, 08 October 2009 16:32

Use RichTextLayoutTracer to find out where are positions of various widgets you want to display (invent some way how to specify that in Qtf, e.g. misusing text in index would work), then, having positions, overlay them over the RichText.

Mirek

I know this is an old topic but I have an interest in doing something like this for the project I'm working on, but I'm using Raw RichText, the code hierarchy is proving quite difficult to understand and I don't know if the information here is still up to date. Could you perhaps provide some direction as to where I can obtain the graphical extents of an element, a Para, or even a Cell etc so I can position a Ctrl to track with it?

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Subject: Re: Does a Ctrl may be a RichObject ?

Posted by [mirek](#) on Mon, 14 Oct 2019 08:35:04 GMT

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jacksonRIAB wrote on Thu, 10 October 2019 17:57mirek wrote on Thu, 08 October 2009 16:32  
Use RichTextLayoutTracer to find out where are positions of various widgets you want to display (invent some way how to specify that in Qt, e.g. misusing text in index would work), then, having positions, overlay them over the RichText.

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It basically hijacks Paint.

You need to create your own RichTextLayoutTracer derived instance. Then pointer to it into your PageDraw derived instance. PageDraw::Paint can/should be NOP. Then call RichText::Paint with this page draw and you should get Layout coordinates in RichTextLayoutTracer methods.

(I do not have a good example right now... I might prepare something later.)

Mirek

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