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 DropList 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

File Attachments
1) Dib.PNG, downloaded 778 times

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 l

and then place widgets over the RichText.

Mirek

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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Sorry Mirek

Could you detail this a little bit more?

Best regards
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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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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

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...

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
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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?

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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jjacksonRIAB wrote on Thu, 10 October 2019 17:57mirek wrote on Thu, 08 October 2009 16:32
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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
