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Subject: Extracting StymeManager

Posted by [Didier](#) on Thu, 05 Nov 2009 21:26:20 GMT

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Hi,

I have done some simple modifications to RichEdit in order to be able to use StyleManager in my apps.

The aim is to allow modification of predefined styles to be able configure the look of my reports.

The StyleManager can now be used the following way to modify a RichText var (in the example it's: 'reportStyles' )

and save it back to a file as QTF text.

```
void FNPSA_compet::openStyleManager()
{
    StyleManager sm;
    sm.load(reportStyles);
    if( sm.Execute() != IDOK ) return;
    sm.SaveStyle();
    reportStyles = sm.AsRichText();

    // Save styles to file
    FileOut fileWriter;
    fileWriter.Open("FNPSA_Styles.ini");
    fileWriter << sm.AsQTF();
    fileWriter.Close();
}
```

The global var ' reportStyles ' is afterwards inserted at the begining of all my reports, like in the following example:

```
String reportStr= Upp::AsQTF(FNPSA_compet::getStyles());
reportStr += ..... my report data .....
```

I've joined a patch that has to be applied on top of SVN rev 1665.

StyleManager itself could be modified inorder to disable style erasing/adding/renaming and also desactivating some other functions of the StyleManager

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## File Attachments

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1) [extractingStyleManager.patch](#), downloaded 456 times

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Subject: Re: Extracting StymeManager  
Posted by [mirek](#) on Sat, 07 Nov 2009 07:29:32 GMT  
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OK, why not. I performed a little cleanup of the code and StyleManager is now public.

Mirek

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Subject: Re: Extracting StymeManager  
Posted by [Didier](#) on Sat, 07 Nov 2009 15:15:51 GMT  
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Thanks

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