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

File Attachments

1) extractingStyleManager.patch, downloaded 538 times

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

Subject: Re: Extracting StymeManager
Posted by Didier on Sat, 07 Nov 2009 15:15:51 GMT
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Thanks