Subject: Constant font size in resizeable RichEdit?
Posted by Mindtraveller on Sun, 27 Dec 2009 12:29:51 GMT
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There is a task of making RichEdit editing some text. Control itself is resizeable. Each time I change its width, it changes font size accordingly. This is suitable for reading books, but writing text while font size heavily depends on width of the window makes serious visual problem for writer. So I want to make font size constant and independent from width of RichEdit control. Is it possible? Could you please tell how to do it?

Subject: Re: Constant font size in resizeable RichEdit?
Posted by mirek on Sun, 27 Dec 2009 18:57:42 GMT
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I believe it would be possible to achieve it using ViewBorder or SetZoom - you would have to adjust both dynamically as the size changes.

Mirek

Subject: Re: Constant font size in resizeable RichEdit?
Posted by iST1 on Mon, 07 Oct 2013 16:18:47 GMT
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SetZoom doesn't help: with value > 100 text shifted outside left border.

Subject: Re: Constant font size in resizeable RichEdit?
Posted by mirek on Tue, 08 Oct 2013 06:05:55 GMT
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I am sorry, SetZoom indeed does not work, but something like

struct MyEdit : RichEdit;

void MyEdit::Layout()
{
 RichEdit::Layout();
 SetPage(Size(minmax(GetSize().cx, 50, 10000), INT_MAX));
}

does.

Subject: Re: Constant font size in resizeable RichEdit?
Posted by koldo on Tue, 08 Oct 2013 10:22:03 GMT
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Please see this nice proposal from Alendar:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=407 73&#msg_40773

It includes Mirek solution plus control mouse zoom.

It could be good to include this behavior in RichEdit. It is proposed in Redmine:
http://www.ultimatepp.org/redmine/issues/518

Subject: Re: Constant font size in resizeable RichEdit?
Posted by mirek on Tue, 08 Oct 2013 17:59:50 GMT
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koldo wrote on Tue, 08 October 2013 06:22Please see this nice proposal from Alendar:

http://www.ultimatepp.org/forum/index.php?t=msg&goto=407 73&#msg_40773

It includes Mirek solution plus control mouse zoom.

It could be good to include this behavior in RichEdit. It is proposed in Redmine:
http://www.ultimatepp.org/redmine/issues/518

I know, but it is good for specialized variants of RichEdit.

The problem is that RichEdit is intended (and used!) for WYSIWYG. Changing number of characters per line defeats that purpose.

Anyway, perhaps the right solution would be to provide derived class?

Subject: Re: Constant font size in resizeable RichEdit?
Posted by koldo on Wed, 09 Oct 2013 06:15:19 GMT
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Hello Mirek

In my case in fact it has more sense the derived than the original RichEdit as the expected behavior is:
- to maintain font size when changing control size
- Ctrl-Wheel resizes the font

Actual RichEdit is so rich that with few additional lines of code it can have this new behavior.

This way, I would just add the new behavior to actual RichEdit and I would add a SetXXX() to set the preferred behavior.

Subject: Re: Constant font size in resizeable RichEdit?
Posted by iST1 on Fri, 11 Oct 2013 09:02:27 GMT
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Both solutions do not come:

```
class ExtRichEdit : public RichEdit {
public:
 typedef AppRichEdit CLASSNAME;
 float zoomlevel;

 //=======================================================================
 ==================
 virtual void MouseWheel(Point p, int zdelta, dword keyflags) {
  if (keyflags == K_CTRL) {
   // Zooms font
   float fzdelta = zdelta;
   zoomlevel+= (fzdelta / 240.0); // One bump on the mouse wheel is 120 on my machine
   RefreshLayoutDeep();
  } else {
   // Scrolls down
   RichEdit::MouseWheel(p, zdelta, keyflags);
  }
 }

 //=======================================================================
 ==================
 void Layout() {
  RichEdit::Layout();
#if 0
  //Mirek's solution: to big font
  SetPage(Size(minmax(GetSize().cx, 50, 10000), INT_MAX));
#else
  //Alendar's solution: to small font
  long editor_cx = GetSize().cx;
  long adaptive_cx = (editor_cx * zoomlevel); // Smaller the number, the bigger the text
  SetPage(Size(adaptive_cx, INT_MAX));
#endif
 }
};

GUI_APP_MAIN
```

```
{
 ExtRichEdit edit;
 TopWindow r;
 r.Add(edit.SizePos());

 TopWindow wnd;
 SplitterFrame sp;
 wnd.AddFrame(sp.Right(r, 300));
 wnd.AddFrame(NullFrame());

    wnd.Run();
}
```

Subject: Re: Constant font size in resizeable RichEdit?
Posted by koldo on Fri, 11 Oct 2013 12:21:12 GMT
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Hello iST1

Mirek's solution permits a fixed zoom and Alendar's one permits variable zoom using mouse wheel or other means.

Subject: Re: Constant font size in resizeable RichEdit?
Posted by iST1 on Fri, 11 Oct 2013 12:23:28 GMT
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Yes, but default behavior must be, i mean, with normal font size

---

Subject: Re: Constant font size in resizeable RichEdit?
Posted by iST1 on Mon, 21 Oct 2013 15:58:08 GMT
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In example above must be typedef ExtRichEdit CLASSNAME; and i still with troubles in getting a normal font's size

---

Subject: Re: Constant font size in resizeable RichEdit?
Posted by koldo on Tue, 22 Oct 2013 14:10:07 GMT
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My proposal:

class RichEdit2 : public RichEdit {

```
public:
 RichEdit2() {
  zoomlevel = 7;
 }
 virtual void Layout() {
  RichEdit::Layout();
  SetPage(Size(int(zoomlevel*GetSize().cx), INT_MAX)); // Smaller the total, the bigger the text
 }
 virtual void MouseWheel(Point p, int zdelta, dword keyflags) {
  if (keyflags == K_CTRL) {  // Zooms font
   zoomlevel += zdelta/240.;
   if (zoomlevel < 1)
    zoomlevel = 10;
   else if (zoomlevel > 9)
    zoomlevel = 1;
   RefreshLayoutDeep();
  } else        // Scrolls down
   RichEdit::MouseWheel(p, zdelta, keyflags);
 }
 double zoomlevel;
};
```

Great!

RichEdit now has "Floating" method that does exactly this...

Hello Mirek

This is a good addition, although it would be great to modify the zoom with the mouse wheel.

This feature works in many if not all text processing programs even in image editors and CAD programs.

Subject: Re: Constant font size in resizeable RichEdit?
Posted by mirek on Wed, 30 Oct 2013 12:07:58 GMT

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koldo wrote on Wed, 30 October 2013 08:04Hello Mirek

This is a good addition, although it would be great to modify the zoom with the mouse wheel.

Have you checked? It is supposed to work... (only in floating mode though)

Subject: Re: Constant font size in resizeable RichEdit?
Posted by koldo on Wed, 30 Oct 2013 22:07:35 GMT

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Oh yes you are right

I did not see the change in Mouse.cpp .

Subject: Re: Constant font size in resizeable RichEdit?
Posted by Tooraj on Tue, 18 Dec 2018 15:41:31 GMT

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It seems, that this important change was forgotten for RichTextView:

For RichTextView the override needs to be slightly modified:


```
class RichTextView2 : public RichTextView {
public:
 RichTextView2() {
  zoomlevel = 7;
 }
 virtual void Layout() {
  RichTextView::Layout();
  PageWidth( int(zoomlevel*GetSize().cx) ); // Smaller the total, the bigger the text
 }
 virtual void MouseWheel(Point p, int zdelta, dword keyflags) {
  if (keyflags == K_CTRL) {  // Zooms font
   zoomlevel += zdelta/240.;
   if (zoomlevel < 1)
    zoomlevel = 10;
   else if (zoomlevel > 9)
    zoomlevel = 1;
   RefreshLayoutDeep();
```

```
  } else    // Scrolls down
   RichTextView::MouseWheel(p, zdelta, keyflags);
 }

 double zoomlevel;
};
```