Subject: RichEdit questions
Posted by koldo on Thu, 25 Feb 2010 08:42:19 GMT
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Hello all

I have some questions about RichEdit. I would like to know how to:

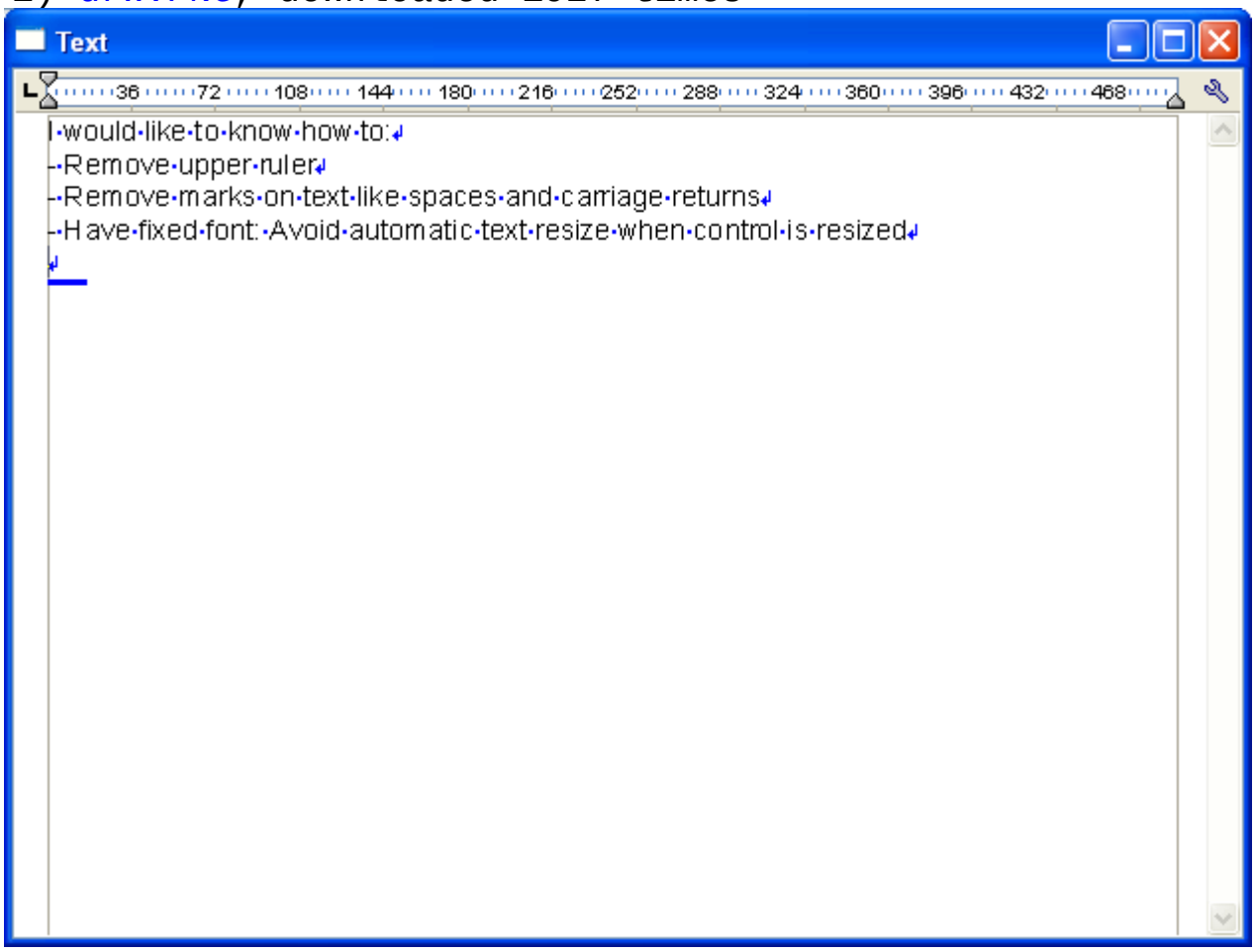
- Remove upper ruler

- Remove blue marks on text like spaces and carriage returns

- Have fixed font: Avoid automatic text resize when control is resized

## File Attachments

1) drw.PNG, downloaded 1927 times




Subject: Re: RichEdit questions

Posted by andrei_natanael on Thu, 25 Feb 2010 13:37:24 GMT
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NoRuler();
ShowCodes(Null);

I don't know about the fixed font but SetZoom may be related to it.

Subject: Re: RichEdit questions
Posted by koldo on Thu, 25 Feb 2010 13:42:34 GMT
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andrei_natanael wrote on Thu, 25 February 2010 14:37NoRuler();
ShowCodes(Null);

I don't know about the fixed font but SetZoom may be related to it.
Thank you Andrei

About font size I have tried it testing with different values with SetZoom and ViewBorder like proposed by Mirek here:  http://www.ultimatepp.org/forum/index.php?t=msg&th=4818&start=0& , but unsuccessfully

Subject: Re: RichEdit questions
Posted by fudadmin on Thu, 25 Feb 2010 14:01:52 GMT
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koldo wrote on Thu, 25 February 2010 08:42

- Remove blue marks on text like spaces and carriage returns

As a user: Use a spanner  on the left of the ruler.

programatically... someone above was faster...

for fonts - I achieved this by sending as a param Zoom(1,1) somewhere, but no guarantee that this would help you because my versions of RichText and RichEdit are modified. (Sorry, writing from my car)

Subject: Re: RichEdit questions
Posted by fudadmin on Thu, 25 Feb 2010 14:24:40 GMT

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correction for fonts: you can try yourrichtextview.SetZoom(Zoom(-1, -8));

Subject: Re: RichEdit questions
Posted by koldo on Thu, 25 Feb 2010 16:29:52 GMT
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Hello Fudadmin

Thank you but now Zoom has only one int argument.

SetZoom changes font size but ViewBorder just do the opposite.

Reading RichEdit code it seems like font size is forced by control size, so to get fixed font size seems impossible now. It is a pity

Subject: Re: RichEdit questions
Posted by fudadmin on Thu, 25 Feb 2010 17:49:23 GMT
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Yeh, you're right koldo. my advice was for RichTextView. Sorry.

Subject: Re: RichEdit questions
Posted by mirek on Fri, 26 Feb 2010 14:26:26 GMT
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I am using this to keep the size of font fixed:

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

Mirek

Subject: Re: RichEdit questions
Posted by koldo on Sun, 28 Feb 2010 16:58:05 GMT

Thank you Mirek

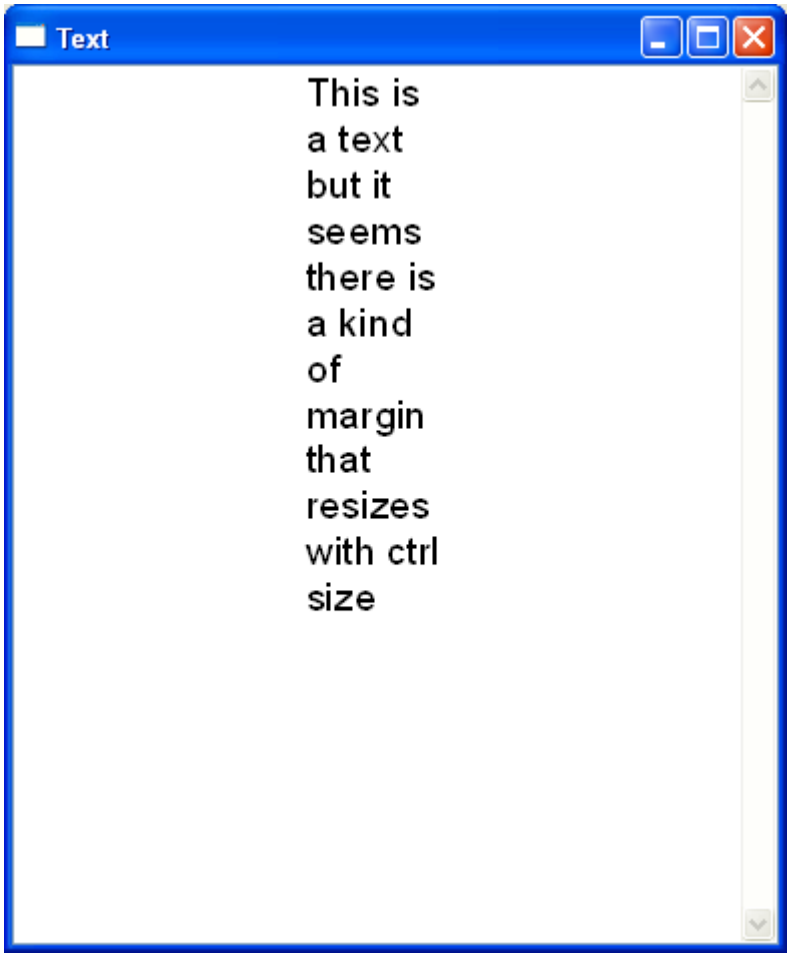
It almost work now:

```
struct MyRichEdit : public RichEdit {
 MyRichEdit() {
  NoRuler();
  ShowCodes(Null);
  ViewBorder(0);
  SetZoom(20);
 }
 void Layout() {
  RichEdit::Layout();
  SetPage(Size(minmax(GetSize().cx, 20, 10000), INT_MAX));
 }
};
```

The white left and right margins resize when resizing control.

## File Attachments

1) Dib.PNG, downloaded 1717 times




Subject: Re: RichEdit questions
Posted by mirek on Mon, 01 Mar 2010 09:47:19 GMT
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ViewBorder(0);

Subject: Re: RichEdit questions
Posted by koldo on Mon, 01 Mar 2010 11:08:24 GMT
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luzr wrote on Mon, 01 March 2010 10:47 ViewBorder(0);

Sorry Mirek

I do not understand.

Subject: Re: RichEdit questions
Posted by mirek on Mon, 01 Mar 2010 11:10:29 GMT
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koldo wrote on Mon, 01 March 2010 06:08luzr wrote on Mon, 01 March 2010 10:47 ViewBorder(0);

Sorry Mirek

I do not understand.

Sorry, I thought you do not have it there.

Mirek

Subject: Re: RichEdit questions
Posted by mirek on Mon, 01 Mar 2010 11:20:50 GMT
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It is because SetZoom(20) - that makes the whole issue with changing page size ineffective.

Remove that and it works fine...

Of course, "physical font size" will be quite big then, so you should alter the format as well:

```
#include <RichEdit/RichEdit.h>

using namespace Upp;

struct MyRichEdit : public RichEdit {
 MyRichEdit() {
  NoRuler();
  ShowCodes(Null);
  ViewBorder(0);

  RichPara::Format f;
  (Font&)f = StdFont();
  RichText::FormatInfo fi;
  fi.Set(f);
  ApplyFormatInfo(fi);
 }
 void Layout() {
  RichEdit::Layout();
  SetPage(Size(minmax(GetSize().cx, 20, 10000), INT_MAX));
 }
};
```

```
GUI_APP_MAIN {
 MyRichEdit edit;

 TopWindow win;
 win.Add(edit.SizePos());
 win.Sizeable().Zoomable().Run();
};
```

---

Subject: Re: RichEdit questions
Posted by koldo on Mon, 01 Mar 2010 12:07:53 GMT
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Thank you Mirek

Changing StdFont() with Arial(16) I have got the desired font size .

However is it possible to use SetZoom instead of changing font size ?.

Now it seems like SetZoom() and ViewBorder() fight between themselves.

---

Subject: Re: RichEdit questions
Posted by mirek on Mon, 01 Mar 2010 12:35:57 GMT
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koldo wrote on Mon, 01 March 2010 07:07Thank you Mirek

Changing StdFont() with Arial(16) I have got the desired font size .

However is it possible to use SetZoom instead of changing font size ?.

Now it seems like SetZoom() and ViewBorder() fight between themselves.

No, I believe it is SetPage and SetZoom that fight

My SetPage variant sets the width so that one font pixel is equal to one screen pixel.

Mire

---

Subject: Re: RichEdit questions

Posted by alendar on Thu, 16 Dec 2010 21:55:04 GMT
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I hope this saves someone an hour or two:

```
 void Layout() {
  RichEdit::Layout();
  long editor_cx = GetSize().cx;
  long adaptive_cx = (editor_cx * 8); // Smaller the total, the bigger the text.  Increase the constant
to decrease the font.
  SetPage(Size(adaptive_cx, INT_MAX));
 }
```

This inverts the size of the editor rectangle to the font logical size, i.e., the bigger the editor, the bigger the page, the smaller the font, which is then zoomed to look the same as it did. Make sense?

I gave up on SetZoom, which has some relation to this function, but mostly it just seems to increase the unusable margins or indent on the page, and it can't be regained.  The Zoom must be left as default or set to 100 (100%) if you want a 0 margin.

---

Subject: Re: RichEdit questions
Posted by alendar on Thu, 16 Dec 2010 22:37:30 GMT
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Here's a fun trick, I don't think I've seen it anywhere in the examples.  Zooming with the mouse wheel whilest holding the control key down:

```
struct MyRichEdit : public RichEdit {
 typedef MyRichEdit 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();
 long editor_cx = GetSize().cx;
 long adaptive_cx = (editor_cx * zoomlevel); // Smaller the number, the bigger the text
 SetPage(Size(adaptive_cx, INT_MAX));
}
```

The RefreshLayoutDeep is required to redraw the text with the new font size.

---

Subject: Re: RichEdit questions
Posted by koldo on Sat, 14 Sep 2013 21:43:25 GMT
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Hello alendar

Thank you for this trick. It works very well!

It will be proposed in RM.

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