
Subject: DocEdit appned, highlight, mouse events
Posted by [qwerty](#) on Tue, 18 May 2010 13:04:17 GMT
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hello,

1, can I appending "string" to DocEdit?

something like:

```
mydocedit << "text";
```

2, how can I highlight(like mouse select) just the fragment of text sdded/set to DocEdit (if it's even possible), by code, not by mouse

3, can I somehow find out, which character, or the "sequel" or "rank" of the character drom the begining, when I move the mouse onto it?

ps: I could use RichTextView too

thank you

...erm, sorry for bad thread. admin, please move

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [fudadmin](#) on Tue, 18 May 2010 18:06:59 GMT
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1. mydocedit << "text"; - No. At least in the version I have.

To check if a Ctrl has that kind of ability you should check ("Search in files" CtrlLib "operator<<")if its class declaration has something like

```
void operator<<=(const String& s)      { Set(s); }
```

If not:

- a) make your own derived class and put the above line inside;
 - b) ask Mirek to add this feature.
-

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [fudadmin](#) on Tue, 18 May 2010 18:22:01 GMT
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qwerty wrote on Tue, 18 May 2010 14:04hello,

2, how can I highlight(like mouse select) just the fragment of text added/set to DocEdit (if it's even possible), by code, not by mouse

AFAIK, NO.
check/analyze Paint or Highlight methods in CtrlLib

- a) to highlight automatically by some rules check CodeEditor (like syntax highlighting in upptel)
- b) or use QTF and CtrlLib which understand QTF.

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [fudadmin](#) on Tue, 18 May 2010 18:29:44 GMT
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qwerty wrote on Tue, 18 May 2010 14:04

3, can I somehow find out, which character, or the "sequel" or "rank" of the character from the beginning, when I move the mouse onto it?

Do you mean character position?
But I think should check first answers 1 and 2.

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [qwerty](#) on Wed, 19 May 2010 07:36:43 GMT
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Quote:
Do you mean character position?

yes, I mean character position
or
whatever info it could me give.

I am almost everytime checking api, but still learning whole cpp (when I am watching the upptel sources)

thank you

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [mirek](#) on Fri, 28 May 2010 13:14:44 GMT
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qwerty wrote on Tue, 18 May 2010 09:04hello,

1, can I appending "string" to DocEdit?

something like:

```
mydocedit << "text";
```

This should work:

```
mydocedit.Insert(mydocedit.GetLength(), "text");
```

Quote:

2, how can I highlight(like mouse select) just the fragment of text sdded/set to DocEdit (if it's even possible), by code, not by mouse

SetSelection.

Quote:

3, can I somehow find out, which character, or the "sequel" or "rank" of the character drom the begining, when I move the mouse onto it?

Not sure what you mean by that.

However, you can always use "GetCursor" to find out current cursor position and operator[] to get character at any position.

Mirek

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [qwerty](#) on Tue, 08 Jun 2010 07:51:47 GMT
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great, thank you.

first two solutions works.

third hint; I wan to know the index in the docedit of character the mouse is on it.

is it possible?
thank you

ps: one little thing - can I scroll with docedit with some instruction in program? (like mousewheel and scrollbar)

Subject: Re: DocEdit appned, highlight, mouse events
Posted by [mirek](#) on Thu, 10 Jun 2010 15:46:25 GMT
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qwerty wrote on Tue, 08 June 2010 03:51great, thank you.

first two solutions works.

third hint; I wan to know the index in the docedit of character the mouse is on it.

GetMousePos.

Quote:

ps: one little thing - can I scroll with docedit with some instruction in program? (like mousewheel and scrollbar)

ScrollUp, ScrollDown.

Subject: [SOLVED]Re: DocEdit appned, highlight, mouse events
Posted by [qwerty](#) on Fri, 11 Jun 2010 06:00:02 GMT
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thank you.

I am feel like dumbass; must be tired. working very much and I am not as smart as I wish... but I already choosen.

thnx for patience to all.

your ideas helped.

have a nice life
