Subject: Slight problems with RichTextView
Posted by aftershock on Tue, 28 Sep 2010 19:49:41 GMT
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Hi,

I have two little problems with RichTextView...

1.If I select a text, the redrawing can be seen, it vibrates.
2. Displayed text is ugly, the text is not evenly spaced.

E.g t his a s ample text....

Can you give me ideas how to fix or get around these issues?

Thank you.

Subject: Re: Slight problems with RichTextView
Posted by koldo on Wed, 29 Sep 2010 05:58:51 GMT
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Hello Aftershock

- Could you include a simple test case?
- Does it happen in Linux or Windows?

Subject: Re: Slight problems with RichTextView
Posted by aftershock on Thu, 30 Sep 2010 14:57:21 GMT
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On Windows..

See about box in the beta.

Subject: Re: Slight problems with RichTextView
Posted by koldo on Thu, 30 Sep 2010 16:51:24 GMT
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Sorry Aftershock

What is the beta?

Subject: Re: Slight problems with RichTextView
Posted by koldo on Fri, 01 Oct 2010 21:31:57 GMT
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Hello Marton

I would prefer a simple test case but, well, this a screenshot.

I think that the font is very small so it is difficult to render it well. Probably if it would be slightly bigger it would have better look.

To show a RichTextView I use to use parameters like these. You can play with them to get what you want.

rich.SetQTF(qtfText, Upp::Zoom(260, 140));
rich.Background(Null);
rich.AutoHideSb();
rich.HMargins(10);
rich.VMargins(10);

Remember that a problem with RichTextView (for somebody is a feature), is that it changes its zoom with control size, so block resizing if you do not like it.

File Attachments
1) dib.PNG, downloaded 703 times

Subject: Re: Slight problems with RichTextView
Posted by Novo on Fri, 01 Oct 2010 21:58:39 GMT
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koldo wrote on Fri, 01 October 2010 17:31

```
rich.SetQTF(qtfText, Upp::Zoom(260, 140));
rich.Background(Null);
rich.AutoHideSb();
rich.HMargins(10);
rich.VMargins(10);
```

I use a simpler version:

```
rich.SetQTF(qtfText, Upp::Zoom(StdFont().GetHeight(), 96));
```

Subject: Re: Slight problems with RichTextView
Posted by aftershock on Sat, 02 Oct 2010 09:13:01 GMT
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Yes that helps.

Background(NULL) does not draw background which sacrifices look.

Subject: Re: Slight problems with RichTextView
Posted by koldo on Sat, 02 Oct 2010 11:43:25 GMT
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Yes, sorry. Background(NULL) is not normally useful .

This: rich.SetQTF(qtfText, Upp::Zoom(StdFont().GetHeight(), 96)), seems interesting.

Subject: Re: Slight problems with RichTextView
Posted by mirek on Wed, 13 Oct 2010 17:56:43 GMT
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You can also use

Zoom GetRichTextStdScreenZoom();

as zooming factor here...