Subject: how to get Text Size from controls like EditString?
Posted by fudadmin on Sun, 09 Apr 2006 01:11:38 GMT
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how to get Text Size from controls like EditString?

Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Sun, 09 Apr 2006 01:23:19 GMT
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fudadmin wrote on Sun, 09 April 2006 02:11how to get Text Size from controls like EditString?
ok. I've found and it looks ok for height:

```
Font font = StdFont();
int fheight = editor.GetStdHeight(font);
```

But how this works?:

Size GetSmartTextSize(Draw& w, const char *text, Font font = StdFont())

Subject: Re: how to get Text Size from controls like EditString?
Posted by mirek on Sun, 09 Apr 2006 05:26:35 GMT
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What is "Text Size" ?

How you expect GetSmartTextSize to be related?

GetSmartTextSize returns the size of text that can contain some control codes - '&' to designate hotkey, or '\1' at the beginning that marks text as QTF.

Mirek

Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Sun, 09 Apr 2006 11:41:02 GMT
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luzr wrote on Sun, 09 April 2006 06:261. What is "Text Size" ?

2. How you expect GetSmartTextSize to be related?

GetSmartTextSize returns the size of text that can contain some control codes - '&' to designate hotkey, or '\1' at the beginning that marks text as QTF.

Mirek

1. Text height and width (length) in pixels (for a font used in a control or any font).

2. That's what I want to find out... I just found it...

I need to adjust my tree node size after editing...

Subject: Re: how to get Text Size from controls like EditString?
Posted by mirek on Sun, 09 Apr 2006 13:55:12 GMT
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fudadmin wrote on Sun, 09 April 2006 07:41luzr wrote on Sun, 09 April 2006 06:261. What is "Text Size" ?

2. How you expect GetSmartTextSize to be related?

GetSmartTextSize returns the size of text that can contain some control codes - '&' to designate hotkey, or '\1' at the beginning that marks text as QTF.

Mirek

1. Text height and width (length) in pixels (for a font used in a control or any font).

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Draw::GetTextSize?

Mirek

Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Mon, 10 Apr 2006 01:55:20 GMT
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luzr wrote on Sun, 09 April 2006 14:55
...
Draw::GetTextSize?

Mirek

1. How to use it? (Same difficulty as Image resize...)

2. I've found more...

```
Size sz1 =  ScreenInfo().GetTextSize("text size test",font);
Size sz2 =  StdDisplay().GetStdSize(editvalue);
```

but they require recalculations EditString...

3. Actually, it would be good to have EditField::AutoSize(true) or similar...

Subject: Re: how to get Text Size from controls like EditString?
Posted by mirek on Mon, 10 Apr 2006 07:22:35 GMT
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fudadmin wrote on Sun, 09 April 2006 21:55luzr wrote on Sun, 09 April 2006 14:55
...
Draw::GetTextSize?

Mirek

1. How to use it? (Same difficulty as Image resize...)

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```
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1. Not at all - quite minimal interface IMHO (to get the text size, you have to know the text and the font, do not you).

OK, that ScreenInfo() is unnecessary and current refactoring will remove that...

2. Beware, StdDisplay().GetStdSize does not do exactly the same thing!

3. Ok, that would solve that, would not it? I am sorry, not until now I have seen that that F2 feature in IE resizes editfield.... BTW, it is pretty fuzzy bussines....

Mirek

Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Mon, 10 Apr 2006 15:59:20 GMT
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this code solved a problem for TreeCtrl without getting text size
after editing...

```
tree.GetNode(editid).size=Size(Null);
```

is this approach correct?

Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Mon, 10 Apr 2006 16:55:04 GMT
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Just some more thoughts...
Now I want to find a way to set

valuesize=???
editor.SetMinSize(valuesize);

(would be good automatically after char enter or Action...)
without Paint and Draw...

maybe editor.GetCaret could be used...?
or GetStringCx - is for length? if not, why there is no GetStringCy...?

or get display from editor and to use like in TreeCtrl:

return display ? display->GetStdSize(value) : StdDisplay().GetStdSize(value);

...
(because TreeCtrl uses)

m.ctrl->GetMinSize();

Subject: Re: how to get Text Size from controls like EditString?

Posted by fudadmin on Mon, 10 Apr 2006 20:22:05 GMT
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Just a reminder for other people that this code doesn't work...

```
 Size sz1 = Draw::GetTextSize("text size test");
```

Subject: Re: how to get Text Size from controls like EditString?
Posted by fudadmin on Tue, 11 Apr 2006 02:31:58 GMT
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luzr wrote on Mon, 10 April 2006 08:22
3. Ok, that would solve that, would not it? I am sorry, not until now I have seen that that F2 feature in IE resizes editfield.... BTW, it is pretty fuzzy bussines....

Mirek

I did it.
Edit: P.S. Why is it fuzzy?

Subject: Re: how to get Text Size from controls like EditString?
Posted by mirek on Tue, 11 Apr 2006 08:13:18 GMT
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fudadmin wrote on Mon, 10 April 2006 22:31luzr wrote on Mon, 10 April 2006 08:22
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Well, see HOW it gets resized... It grows when you type characters in, but the size is limited by the size of "view".

However, when you get the text scrolled, size is defined just by the part after the "scrollpoint", so if you delete them, it gets smaller than it would need to be to show the whole text. Quite weird

Mirek

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luzr wrote on Tue, 11 April 2006 09:13fudadmin wrote on Mon, 10 April 2006 22:31luzr wrote on Mon, 10 April 2006 08:22
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Mirek

I think it's more weird when Ultimate++ TreeCtrl doesn't have any editing capabilities... and users have to spend enormous amount of time searching for simple simple methods ...

ok, this is a piece of code for it

```
Size NodeEditor::GetMinFitSize()  //todo: other fonts and displays
{
 Size sz = StdDisplay().GetStdSize(GetData());
 sz += Size(2 * 4, 2 * 3); //adding some margins...
 return sz;
}
```

BTW, it's possible to make the view to grow or grow Edit vertically, too.