Subject: RichEdit Questions
Posted by mentaltruckdriver on Mon, 17 Apr 2006 01:03:08 GMT
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Greetings:

I have two questions to ask so here I go:

1. How do I switch the RichEdit "ColorPusher" to Null? I switch it to any other color (including Null) and it refuses to compile. (BTW I'm using the mingw 3.4.2 compiler to compile this.)

Here's the error message:

```
C:/upp_backup/uppsrc/RichEdit/RichEdit.lay: In function `void InitLayout(Ctrl&, L&, D&,
UnitLayout__layid&) [
 with L = WithUnitLayout<TopWindow>, D = WithUnitLayout<TopWindow>]':
C:/upp_backup/uppsrc/CtrlCore/TopWindow.h:207:   instantiated from `void CtrlLayout(T&) [with T
= WithUnitLay
 out<TopWindow>]'
C:/upp_backup/uppsrc/CtrlCore/TopWindow.h:215:   instantiated from `void CtrlLayout(T&, const
char*) [with T
 = WithUnitLayout<TopWindow>]'
C:/upp_backup/uppsrc/CtrlCore/TopWindow.h:221:   instantiated from `void CtrlLayoutOK(T&,
const char*) [with
 T = WithUnitLayout<TopWindow>]'
C:/upp_backup/uppsrc/CtrlCore/TopWindow.h:235:   instantiated from `void
CtrlLayoutOKCancel(T&, const char*)
 [with T = WithUnitLayout<TopWindow>]'
C:\upp_backup\uppsrc\RichEdit\Editor.cpp:266:   instantiated from here
C:/upp_backup/uppsrc/RichEdit/RichEdit.lay:46: error: 'class ColorPusher' has no member named
'SetInk'
RichEdit.icpp
1 file(s) compiled in (0:07.46) 7468 msec/file

There were errors. (1:16.84)
```

2. How do I make the RichEdit read from the Windows Fonts folder and use the fonts there instead of creating two fonts (Times New Roman and Courier)?

Thanks for the help.

Subject: Re: RichEdit Questions
Posted by mirek on Mon, 17 Apr 2006 20:44:38 GMT
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1. I am not sure what you want to achieve. Perhaps posting the code instead of error messages would make it more clear

2. RichEdit& RichEdit::FontFaces(const Vector<int>& face); - just put in the list of font faces you want to use. (See Font).

Mirek

Subject: Re: RichEdit Questions
Posted by mentaltruckdriver on Mon, 17 Apr 2006 23:33:08 GMT
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1. In RichEdit.lay under the UnitEdit there is a "ColorPusher" option that changes the color of the formatting symbols shown in the editor. I want to change that to Null (which is an option) however I get the errors that I described above.

I see no need to upload the RichEdit package since you should already have it if you have U++.

2. Thats good but how would I get my program to automatically detect what fonts I have then add them?

Thanks.

Subject: Re: RichEdit Questions
Posted by fudadmin on Mon, 17 Apr 2006 23:39:43 GMT
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mentaltruckdriver wrote on Tue, 18 April 2006 00:331. In RichEdit.lay under the UnitEdit there is a "ColorPusher" option that changes the color of the formatting symbols shown in the editor. I want to change that to Null (which is an option) however I get the errors that I described above.

I see no need to upload the RichEdit package since you should already have it if you have U++.

2. Thats good but how would I get my program to automatically detect what fonts I have then add them?

Thanks.

Sorry about that. But could you please learn how to formulate questions? Imagine how our forums will look if everyone names topics like this? And how easy is navigation then?

Subject: Re: RichEdit Questions
Posted by mentaltruckdriver on Mon, 17 Apr 2006 23:49:45 GMT
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Sorry about that, I was rushing

Could you please answer my question?

Thanks.

Subject: Re: RichEdit Questions
Posted by fudadmin on Mon, 17 Apr 2006 23:57:49 GMT
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mentaltruckdriver wrote on Tue, 18 April 2006 00:49Sorry about that, I was rushing

Could you please answer my question?

Thanks.

in display example

```
#include "CtrlLib/CtrlLib.h"

struct FontFaceDisplay : Display {
 virtual void Paint(Draw& w, const Rect& r, const Value& q,
                    Color ink, Color paper, dword style) const
 {
  Font fnt = Font(q, r.Height() - 2);
  String txt = Font::GetFaceName(q);
  w.DrawRect(r, paper);
  w.DrawText(r.left + 2, r.top + (r.Height() - w.GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
 }
};

struct MyApp : TopWindow {
 DropList dl;

 MyApp()
 {
  Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
  dl.SetDisplay(Single<FontFaceDisplay>());
  for(int i = 0; i < Font::GetFaceCount(); i++)
   dl.Add(i);
  SetRect(0, 0, 200, 70);
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
```

```
}
```

Subject: Re: RichEdit Questions
Posted by fudadmin on Tue, 18 Apr 2006 00:02:08 GMT
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mentaltruckdriver wrote on Tue, 18 April 2006 00:49Sorry about that, I was rushing

Could you please answer my question?

Thanks.

for the 1 errors problem please post your minimal code into "users applications in progress..." category.
And I'll rename the current topic.

Subject: Re: RichEdit Questions
Posted by mentaltruckdriver on Tue, 18 Apr 2006 20:52:50 GMT
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I was testing the code that you posted in the uWord example

```
#include "CtrlLib/CtrlLib.h"

struct FontFaceDisplay : Display {
 virtual void Paint(Draw& w, const Rect& r, const Value& q,
                    Color ink, Color paper, dword style) const
 {
  Font fnt = Font(q, r.Height() - 2);
  String txt = Font::GetFaceName(q);
  w.DrawRect(r, paper);
  w.DrawText(r.left + 2, r.top + (r.Height() - w.GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
 }
};

struct MyApp : TopWindow {
 DropList dl;

 MyApp()
 {
  Add(dl.HSizePos().TopPos(5, Ctrl::STDSIZE));
  dl.SetDisplay(Single<FontFaceDisplay>());
  for(int i = 0; i < Font::GetFaceCount(); i++)
```

```
   dl.Add(i);
  SetRect(0, 0, 200, 70);
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

However no matter what I do I keep getting errors when I compile. How would I incorporate this into either the UWord.cpp OR (even better) incorporate this into the line of code in RichEdit's Editor.cpp where it says:

```
RichEdit& RichEdit::FontFaces(const Vector<int>& ff)
{
 face.ClearList();
 for(int i = 0; i < ff.GetCount(); i++)
  face.Add(ff[i]);
 return *this;
}
```

Thanks for all your help so far.

Subject: Re: RichEdit Questions
Posted by fudadmin on Tue, 18 Apr 2006 21:31:08 GMT
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I haven't tested with all the fonts but this works:
in Editor.cpp (RichEdit package) around line 580

```
/*
 ff.Add(Font::ARIAL);  //comment 3lines
 ff.Add(Font::ROMAN);
 ff.Add(Font::COURIER);
*/
//add 2 lines below ("font enumerator")
 for(int i = 0; i < Font::GetFaceCount(); i++)
  ff.Add(i);
 FontFaces(ff);
```

Subject: Re: RichEdit Questions
Posted by mirek on Wed, 19 Apr 2006 07:54:33 GMT

mentaltruckdriver wrote on Mon, 17 April 2006 19:331. In RichEdit.lay under the UnitEdit there is a "ColorPusher" option that changes the color of the formatting symbols shown in the editor. I want to change that to Null (which is an option) however I get the errors that I described above.

I see no need to upload the RichEdit package since you should already have it if you have U++.

2. Thats good but how would I get my program to automatically detect what fonts I have then add them?

Thanks.

1.? How you want to change it to Null? By changeing library code? Not a good idea...

2.
```
Vector<int> faces;
for(int i = 0; i < Font::GetFaceCount(); i++)
   if(Font::GetFaceInfo(i) & Font::SCALEABLE)
       faces.Add(i);
editor.FontFaces(faces);
```

Subject: Re: RichEdit Questions
Posted by mentaltruckdriver on Wed, 19 Apr 2006 20:09:18 GMT

fudadmin wrote on Tue, 18 April 2006 17:31I haven't tested with all the fonts but this works:
in Editor.cpp (RichEdit package) around line 580

```
/*
 ff.Add(Font::ARIAL);  //comment 3lines
 ff.Add(Font::ROMAN);
 ff.Add(Font::COURIER);
*/
//add 2 lines below ("font enumerator")
 for(int i = 0; i < Font::GetFaceCount(); i++)
  ff.Add(i);
 FontFaces(ff);
```

Hey that worked! Thanks for the help there.

luzr
1.? How you want to change it to Null? By changeing library code? Not a good idea...

Never mind then, I was just wondering...

Thanks for all your help guys!