Subject: FontPusher Ctrl Posted by Didier on Mon, 04 Feb 2013 20:11:20 GMT View Forum Message <> Reply to Message

Hi all,

Has someone created a 'FontPusher' ctrl like ColorPusher ?

This would come in very handy for me

Subject: Re: FontPusher Ctrl Posted by Didier on Sat, 09 Feb 2013 14:57:22 GMT View Forum Message <> Reply to Message

I can't believe I'm the first one who need's this kind of control

Subject: Re: FontPusher Ctrl Posted by chickenk on Mon, 11 Feb 2013 10:25:26 GMT View Forum Message <> Reply to Message

Have you checked out how UWord does this?

```
Open examples/UWord package, select RichEdit package and look for FontFaces(), SetupFaceList() etc.
```

```
Excerpt:
void RichEdit::SetupFaceList(DropList& face)
{
face.ValueDisplay(Single<ValueDisplayFont>());
face.SetDisplay(Single<DisplayFont>());
face.SetLineCy(20);
}
```

Hope this helps, Lionel

Subject: Re: FontPusher Ctrl Posted by Didier on Mon, 11 Feb 2013 21:21:55 GMT View Forum Message <> Reply to Message

Hi chickenk,

I saw this but what I am looking for is not just face selection but a ctrl that can modify all the

properties associated to a font:

face selection size bold underline ....

Just like the one you can find in the layout designer but more complete.

This would probably get handy to a lot of people

Subject: Re: FontPusher Ctrl Posted by mirek on Sat, 16 Feb 2013 17:30:24 GMT View Forum Message <> Reply to Message

Didier wrote on Mon, 11 February 2013 16:21Hi chickenk,

I saw this but what I am looking for is not just face selection but a ctrl that can modify all the properties associated to a font:

face selection size bold underline

Just like the one you can find in the layout designer but more complete.

This would probably get handy to a lot of people

Hard to say, as you are the first to ask for it in years

Anyway, it should not be that hard to implement. The only tedious part is the dialog itself...

Mirek

Subject: Re: FontPusher Ctrl Posted by busiek on Wed, 16 Apr 2014 09:35:09 GMT View Forum Message <> Reply to Message Page 3 of 3 ---- Generated from U++ Forum