Subject: Need help with setting RichEdit fonts in droplist [SOLVED]
Posted by slashupp on Mon, 10 Feb 2014 08:53:20 GMT
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using upp svn6883 on debian

When RE starts the fontfaces droplist contains only serif, sans-serif and monospace.

I want to be have it filled with the fonts available on my system,
and then be able to specify a default font, say Times roman instead of sans-serif.

(I've tested with a copy of RE by changing the source I can have my
system fonts shown (using a custom Display()) but cannot set the default font to one of my choosing.)

With the standard RE is there a way in which I can achieve both these?

thx

Subject: Re: Need help with setting RichEdit fonts in droplist
Posted by mirek on Wed, 12 Feb 2014 17:40:36 GMT
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Yes.

```
Vector<int> ff;
ff.Add(Font::ARIAL);
ff.Add(Font::ROMAN);
ff.Add(Font::COURIER);
if(allfonts)
 for(int i = Font::COURIER + 1; i < Font::GetFaceCount(); i++)
  if(Font::GetFaceInfo(i) & Font::SCALEABLE)
   ff.Add(i);
editor.FontFaces(ff);
```

the use ApplyFormatInfo to set initial font.

Subject: Re: Need help with setting RichEdit fonts in droplist
Posted by slashupp on Mon, 17 Feb 2014 08:29:17 GMT
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Thx mirek

filling the droplist works correctlu, thanks.

But to set the default selected font:
Quote:the use ApplyFormatInfo to set initial font.
does not work.

This works:

```
RichText::FormatInfo FI=myRE.GetFormatInfo();
//FI.SetDefaultFont(Font(deffont,11)); <--- doesn't! (deffont was set when droplist was filled)
FI.FaceName("Times New Roman");
FI.Height(myRE.PtToDot(11)); //must use PtToDot here
myRE.ApplyFormatInfo(FI);
```