Subject: patch ParseRTF, Add cell background colors
Posted by omari on Thu, 26 Mar 2015 18:50:42 GMT
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Hi,

1 - CtrlCore/ParseRTF.cpp, line 1260, insert this lines:

```
 else if(PassQ("clcfpat")) {
  if(command_arg >= 0 && command_arg < color_table.GetCount())
   CellInfoAt(ts.stylecol).format.backcolor = color_table[command_arg];
 }
```

2 - RichText/Table.h , line 10, insert this line:

```
  Color    backcolor;
```

3 - RichText/TableCell.cpp

at line 18, initialize backcolor:

```
 backcolor = White;
```

and at line 144, in DrawCell()

replace "color" by "backcolor" :

```
 w.DrawRect(l + border.left, y + border.top,
          r - l - border.left - border.right, yy - y - border.top - border.bottom,
          format.color);
```

by

```
 w.DrawRect(l + border.left, y + border.top,
          r - l - border.left - border.right, yy - y - border.top - border.bottom,
          format.backcolor);
```

Subject: Re: patch ParseRTF, Add cell background colors
Posted by mirek on Sun, 12 Jul 2015 07:45:58 GMT
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I am not quite sure what is this patch supposed to mean - overall it looks like renaming 'color' to 'backcolor' ('color' was always cell background color).