

Displaying Multicolored text in a control

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- *From:* ChrisUttenreither@xxxxxxxxxx
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Hello folks. I'm writing a Roguelike game in C#. Fun stuff. The game includes a map that is made entirely of colored ASCII art in a monospace font. I would like to make this map a control in the main form.

My first attempt was with RichTextBox. I wanted to set the background to black. After cruising newsgroups I determined that wasn't possible.

My second attempt involves an AxSHDocVw.AxWebBrowser control. I got this by adding the "Microsoft Web Browser" control to my Toolbox. This control does not play nicely with the rest of my form! It constantly steals focus for itself, and there isn't a reliable mechanism for forcing my main form to have focus. Since that control is not set up to handle keyboard events (this is how the player moves through the map) other people on newsgroups have been told to write an unmanaged DLL that snags a (global?) hook and signals my application when keyboard input has been entered.

That seems awfully complicated. A wise software engineer once told me when a solution seems inordinately complex that I should ask if there's a better solution. So that's the purpose of my message. :) I want to display multicolored text in a form control. I want to be able to change the background as well as the foreground, and I want to be able to acquire keyboard input without writing a bunch of low level code. What is the best solution? What is the best control to use? I am using .NET 1.0.

Thanks!

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