

Re: Changing color and Font of CString

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2006-09/msg00353.html>

- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Tue, 05 Sep 2006 09:53:33 -0400
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You might as well try to change the font and color of an integer. It doesn't make any sense. A CString is just that: a sequence of characters. Concepts like "font" and "color" have no meaning to a sequence of characters stored in memory.

There are some other problems, also. Why are you assuming that you are using only 8-bit characters? Why are you still using a concept as out-of-date as `strcpy`, which isn't safe? Why are you using `strcpy` at all, since there is little if any need for it in MFC?

If you want text to have properties, you do this at the time it is displayed. To get text selectively displayed with color and underlining, you would use a `CRichEditCtrl` to display it. You would then have to use `CRichEditCtrl::SetSelectCharFormat` to set the format of those characters, which means you have to know where they are in the rich edit control. You would fill in a `CHARFORMAT` or `CHARFORMAT2` structure, setting the style properties you want and the appropriate style bits, then setting the selection to be the word `MAN`, and calling `SetSelectionCharFormat`.

Now, that said, it *is* possible to encode font and color information in a string, but I don't think this is what you were thinking of. For example, if you want `MAN` to be bold and underlined, such as in

I said, "MAN, you are cool"

then you could store that as a CString that *encoded* the color information, e.g.,

```
{\rtf1\ansi\ansicpg1252\deff0\deflang1033{\fonttbl{\f0\fswiss\charset0 Arial;}}\viewkind4\uc1\pard\f0\fs20 I said, "\ul\b MAN\ulnone\b0 , you are cool"\par }
```

and use the `CRichEditCtrl::StreamIn` instead of `SetWindowText` to load this string into the Rich Edit control. Note that some of this is "overhead" such as setting the font and informing the system what code page you used for the text, so you could have just used

I said, "\ul\b MAN\ulnone\b0 , you are cool"

To get the desired rtf, the easiest way is to save a file using WordPad and then read it with an ordinary text editor, such as NotePad. And you need to read the rtf documentation as well.

Note that this requires special handling, and it does not set the characteristics of the

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CString, it merely encodes the information in a way that a rendering control, when properly fed the string, will cause it to be rendered in the way you want. Needless to say, the length of the string is no longer the 3 of MAN, but about 20 (if I've counted right) just for that one word (that space after \b0 counts). And this will **only** have an effect when it is streamed into a Rich Edit control. The rest of the time, it is just characters in a CString, so you couldn't search for "MAN," in the string, because it doesn't exist as that text.

The correct way of copying a string, should you be so silly as to need to copy a string into an old-fashioned buffer, is

```
StringCchCopy(czVal, sizeof(czVal)/sizeof(TCHAR), _T("MAN"));  
(you have to #include <strsafe.h>  
or, if you are using VS.NET 2005,  
_tcsncpy_s(czVale, sizeof(czVal)/sizeof(TCHAR), _T("MAN"));
```

where I'm presuming czVal is declared as
TCHAR czVal[somesizehere];

but this seems an odd thing to want to do in an MFC program, since there is little reason to have such a variable.

joe

On 5 Sep 2006 05:27:40 -0700, "AnuBala" <anu_bala2003@xxxxxxxxxxxx> wrote:

Hi,
iam copying a text to a CString variable,Here can i change the color
and font of the text in my coding.
Like strcpy(czVal,"MAN");
here MAN should be bold and underline...
How can i chnge this,,Is thre anyway?

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