

Appending Text

Q: How can you add text to the end of a text object?

A: The trick is to make a zero length selection at the end of the text, and add the new text there. The following code snippet illustrates the necessary steps:

```
/* This routine assumes that you have defined currentDocWindow somewhere else */  
  
- addText:(const char *)newString  
{  
    int length;  
    id currentDocText;  
  
    /* Get the current text document */  
    currentDocText = [[currentDocWindow contentView]docView];  
    length = [currentDocText textLength];  
    [currentDocText setSel:length :length];  
    [currentDocText replaceSel:newString];  
  
    return self;  
}
```

QA396

Valid for 1.0, 2.0, 3.0, 3.1

Q: How do I append text to a text object, such that the new text makes use of a different font?

A: First of all, make sure that the text object can contain multiple fonts. Send the following message to your text object:

```
id myText;  
...  
[myText setMonoFont:NO];  
...
```

Then, use the following code snippet to append the text, select the text, and change its font:

```
id myText;  
int length;  
  
...
```

```
length = [myText textLength];
[myText setSel:length:length];    // put an empty selection at the end of the text
[myText replaceSel:"some new text"];    // add some text
[myText setSel:length:[myText textLength]];    // select the newly added text
[myText setSelFont:[Font newFont:"Symbol" size:24.0]];    // change its font
```

...

The above code works in all releases and leaves the text selected.

The following code snippet **will not work** (in Release 1.0 or 2.0) due to the way in which `setSelFont:`, and `replaceSel:` interact. (For 3.0 this code snippet works similar to the code above except that the text is not highlighted when completed.)

```
id myText;
int length;
```

...

```
length = [myText textLength];
[myText setSel:length:length];    // put an empty selection at the end of the text
[myText setSelFont:[Font newFont:"Symbol" size:24.0]];    // change the font
[myText replaceSel:"some new text"];    // add some text
```

...

For 2.0:

To avoid some of the flashing that may occur to the text object while selecting and modifying the font programmatically, you should perform a **disableDisplay** on the

window containing the text object before selecting and modifying the text. After the modifications you should then **reenableDisplay** on the window and **display** the text object.

For more information about appending text to a text object see [../Appkit/appending_text.rtf](#).

QA747

Valid for 1.0, 2.0, 3.0, 3.1