

ALLTEXT HT/Pro v4

HyperText Enhanced Rich Text Control

Anouncing Version 4.0: Up to 5 times faster file loading than ALLText 3, improved printer support, Windows 95 compatible including Long File Names, Works under C++, Delphi and Borland C++. Many new features, everything our users asked for and then some.

ALLText General Description

ALLText HT/Pro is the Professional level edition of the popular text control by Bennet-Tec Information Systems. Designed for demanding users, ALLText HT/Pro offers all the features from our ALLText standard edition plus RTF support, Hypertext tagging, OLE Objects and Picture Support. Everything you need to make a professional HyperText or MultiMedia application.

ALLText looks like a textbox on your form, but supports the simultaneous display of multiple fonts, font characteristics and colors; paragraph formatting; and even inclusion of any bit map as the background to the control. Using ALLText, you can include a WYSIWYG edit/display text box as part of your Visual Basic programs. The ability to highlight with colors as well as font characteristics make it the ideal choice for use in word-processing and text presentation.

Unique Features:

- Display and/or editing of text in **multiple simultaneous fonts** and font characteristics:
FontFamily, FontName, FontSize,
Bold, Underline, *Italic*, StrikeThrough, ^{Super} and _{Sub} Scripts
Colors (the 16 QBColor settings are supported),
CustomShadowing.
- **Paragraph formatting** supporting (for each paragraph):
Alignment: centered, left, right or left/right justify,
Margins: left and right as well as hanging indents
Vertical spacing - space before, space after, and line spacing
Tab Stop size.
- **Cut & Paste**, including preservation of format between applications.
- **BitMapped Background** - may be moved or positioned at run-time, great for special effects or water marks.
- Several **Write Protect** and **Screen Protect** modes for presentation of text, with controlled user interaction, as well as allowing programmatic manipulation of text without refresh until ready.
- **RTF I/O** with full support for character and paragraph formatting for exchange of files with other stand-alone applications.
- **HYPertext** tagging of any phrases - Events on click, dblclick, Mouse and cursor enter/leave. Built in Find_HTag function.
- (New) **BookMark** Tagging - like Hotspot tags, but without change of mouse pointer, can be nested with Hypertext tags. May also be used for **special merge fields**.
- (New) **Embedded Images** (BMP, ICO, JPG, WMF)
- **Embedded OLE** 1.0 Objects -great for speadsheets or graphs. A server is needed for inclusion or editing, but not for viewing.

- **Paragraph Borders** - Single, Double, Shaded, any side or all sides.
- **Data Aware** - Supports binding to memo or large binary object fields
- **Absolute Aligned Tabs** - absolute positioning and alignment: left, right, centered
- (New) **Hidden Text** - shsh!, we hesitate to show it here
- Creation and use of a **Font Table**, facilitating the smooth and rapid changing of fonts; ie; changing to Arial Bold 25 pt, italics all in one step.
- (New) **Print** to Printer or DC (pictureboxes, forms..)
- (New) Multi Level **Undo** Support
- (New) **Page and Line Numbers**
- (New) File **Drag & Drop**
- (New) Full **Search support** - even an enhanced Search - Search filter includes format information
- (New) State Change Event - Triggers for **user specified events**

Remember, ALLText HT/Pro beats the competition hands down when it comes to flexibility and power, full programmatic access to, and manipulation of, formatted text content - everything can be set by property as well as by direct manipulation of the formatted strings. Unlike the competition, with ALLText, you have control! We're smaller too, requiring far fewer resources (including those in your wallet).

Licensing notes:

ALLText is licensed on a per developer basis. There are no royalties, but a separate copy must be purchased for each developer using the control in a design environment such as Visual Basic.