
Subject: Re: DropTime problem

Posted by [Sender Ghost](#) on Tue, 16 Dec 2008 15:02:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tom1 wrote on Tue, 16 December 2008 17:00Hi,

Thanks! Now here's a suggestion: Change code in Core/Convert.cpp as follows:

```
int ConvertTime::Filter(int chr) const
{
    if(IsDigit(chr) || chr == ' ' || chr == '.' || chr == ':')
        return chr;
    if(chr == ',')
        return '.';
    return CharFilterDate(chr);
}
```

Time is not only hh:mm:ss, but also contains date in some format. I assume the filter should therefore accept the current date filter characters too.

// Tom

Why not use your implementation of DropTime widget ctrl? For example:

```
class MyConvertTime : public ConvertTime {
public:
    virtual int Filter(int chr) const
    {
        int c = CharFilterDate(chr);

        if (c != 0) return c;
        else return ConvertTime::Filter(chr);
    }
};
```

```
typedef EditMinMax<Time, MyConvertTime> MyEditTime;
```

```
class MyDropTime : public DateTimeCtrl<MyEditTime> {
public:
    MyDropTime();
    MyDropTime& SetTime(int y, int m, int d, int h, int n, int s);
    MyDropTime& Seconds(bool b = true) { DateTimeCtrl<MyEditTime>::Seconds(b);
    MyEditTime::Seconds(b); return *this; }
    MyDropTime& NoSeconds() { return Seconds(false); }
};
```

```
MyDropTime::MyDropTime() : DateTimeCtrl<MyEditTime>(CalendarClock::MODE_TIME)
{}

MyDropTime& MyDropTime::SetTime(int y, int m, int d, int h, int n, int s)
{
    MyEditTime::SetData(Time(y, m, d, h, n, s));
    return *this;
}
```
