
Subject: Re: DropTime problem

Posted by [Sender Ghost](#) on Tue, 16 Dec 2008 16:14:21 GMT

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Tom1 wrote on Tue, 16 December 2008 20:38 Although your workaround seems smart indeed, I prefer simply having it fixed in the Core, since then everybody using the control can have a working solution by default.

But thanks anyway!

// Tom

I can suggest another more simple solution:

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

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

Then use ConvertDateTime with DropTime (e.g. dropTime) as follows:

```
dropTime.SetConvert(Single<ConvertDateTime>());
```

Also you can see SetFilter function of DropTime.
