
Subject: How to catch and overwrite child control event?
Posted by [kompotFX](#) on Mon, 21 Jan 2008 00:39:20 GMT
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Hi,

I'm new in upp. The "not-well-documented" documentation can't help me so much in my simple task.

What I want:

I want to make port for short tool (I wrote in MFC some time ago) in order to use it on linux. I made a choice to use upp bcs it seems to be very simple, straight forward.

The main functionality I try to achieve is to catch DocEdit control key input events (child control of my dialog) and modify them. E.g. when user types "A", it appear as "B", "a" -> "b" etc. So, basically tool must make key filtering and conversion.

In MFC it was done very simple - all key events to child was modified by parent wnd by using PreTranslateMessage event.

In upp I tried use method Key(dword key, int count) of dialog - but no effect. The key user pressed was forwarded to control.

For myDocEdit <=< THISBACK(ModifyKey); - same thing

I tried also derrive my own control from DocEdit - compiler returns an error from lay file:

error: 'MyClassX' does not name a type

In function 'void InitLayout(Upp::Ctrl&, L&, D&, MyAppLayout__layid&)...etc

What to do?
