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Subject: Re: How to catch and overwrite child control event?

Posted by [kompotFX](#) on Mon, 21 Jan 2008 23:38:34 GMT

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Ok guys, thank you for quick response.

1. I have tested including class MyClassX; before .lay lines. Same errors. I'm using upp 712-dev1. I included code in TestUpp.zip file, you can try to review it. Im try to derive DocEditEx class from DocEdit control.

Compiler says:

In file included from C:\upp\uppsrc/CtrlCore/lay.h:22,

from C:\upp\examples\TestUpp\TestUpp.h:11,

from C:\upp\examples\TestUpp\main.cpp:1:

C:\upp\examples\TestUpp\TestUpp.lay:2: error: field 'editTest' has incomplete type

C:\upp\examples\TestUpp\TestUpp.lay: In function 'void InitLayout(Upp::Ctrl&, L&, D&, TestUppLayout\_\_layid&)

[with L = TestUpp, D = TestUpp]':

2. 2Oblivion:

Yes your suggestion in KeyTest code works, but gives no result, I expected. I need to control user input, not only observe changes.

I uploaded TestMfc\_bin.zip - simple example made using MFC which changes user input "z"->"y" and "y"->"z" letters during typing.

Here also source in TestMfc\_src.zip Check the CTestMfcDlg::PreTranslateMessage method which doing this functionality.

How can I achieve the same effect in UPP?

### File Attachments

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1) [TestMfc\\_bin.zip](#), downloaded 379 times

2) [TestMfc\\_src.zip](#), downloaded 382 times

3) [TestUpp.zip](#), downloaded 379 times

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