
Subject: Best way to implement a two-way LineEdit
Posted by [eeyore](#) on Wed, 05 Mar 2008 21:47:02 GMT
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My apologies gentlemen, but I just started using this program today, so bare with me.

I'm writing a program that had a network interface and I want to use a LineEdit (?) to display command received, as well as a way for the user to enter commands to be sent. Basically, I'm trying to put a console in a GUI, for lack of a better of way of explaining it. I've got everything done except figuring out this LineEdit and how to do two things: 1) How do I detect when the user hits the enter key, and 2) is there a way to insert lines and have them be different colors?

In regards to the second item, I tried bypassing the call to Refresh in SetColor() and only refreshing the Rect that contains the line I just entered, but that didnt' work. Apparently, Refresh is being called somewhere else and it's changing the color of the entire LineEdit instead of just the Rect containing my newly inserted line.

So, any ideas would be greatly appreciated. Thanks in advance.
