
Subject: Re: DocEdit without end line

Posted by [bytefield](#) on Sun, 04 May 2008 19:48:11 GMT

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There isn't such an option, but simply comment out line 155 from DocEdit.cpp from CtrlLib package.

Or you can edit DocEdit and add such an option, and in Paint function to check if line under the last line is enabled.

e.g.

```
//TextEdit.h
class DocEdit : public TextCtrl {
...
bool haveunderline;
DocEdit& HaveUnderline(bool underline = true)
{
    haveunderline = underline;
    return *this;
}
```

```
// DocEdit.cpp
void DocEdit::Paint(Draw& w) {
...
// line 155
if (haveunderline)
    w.DrawRect(1, y++, cx, 1, SColorShadow);
```

Edit:(u++ core dev's) Shouldn't be there such an option?

Andrei
