
Subject: EditString validation

Posted by [Kajko](#) on Sun, 15 Feb 2009 23:10:07 GMT

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Hi everybody...

I have interesting problem. Code:

```
class ccc : public TopWindow {
public:
    typedef ccc CLASSNAME;

    EditString str1;
    EditString str2;
    EditString str3;

    ccc()
    {
        SetRect( 0, 0, HorzLayoutZoom(430), VertLayoutZoom(485) );

        Add(str1.LeftPosZ(100, 300).TopPosZ(10, 20));
        Add(str2.LeftPosZ(100, 300).TopPosZ(30, 20));
        Add(str3.LeftPosZ(100, 300).TopPosZ(50, 20));

    };
};

GUI_APP_MAIN
{
    ccc().Run();
}
```

Is there anyway to validate string input BEFORE string lose focus and prohibit losing focus if valid fails ?

I will try to explain better...

Let say that only valid input in str2 is str1 + something. When user wants to leave str2 (K_ENTER, K_UP, K_DOWN, etc...) I would like to validate str2 and keep focus on str2 until text entered is not right.

I do not know did i make my self clear...

Cheers

Sasa
