
Subject: Re: EditString validation

Posted by [Kajko](#) on Mon, 16 Feb 2009 13:16:14 GMT

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Thanks for an answer...

now look at this if you please:

```
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));
str2.cbValid << THISBACK( validStr2 );
```

```
Add(str3.LeftPosZ(100, 300).TopPosZ(50, 20));
```

```
};
```

```
bool validStr2()
{
    PromptOK( "ss" );
    return true;
}
```

```
};
```

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

in CtrlCore.h i added:

```
class Ctrl : public Pte<Ctrl> {
public:
    >>>>>>>>THIS>>>>>>>> Gate cbValid;
    ...
}
```

and in Ctrl.cpp i added this:

```
void Ctrl::LostFocus()
{
>>>>>>>>THIS>>>>>>>> if( cbValid() )
>>>>>>>>THIS>>>>>>>> SetFocus();
}
```

so if cbValid() return true, stay where you are)

BUT validStr2 HAS NEVER been called. Any idea why ?

Thanks,
Sasa
