
Subject: Re: EditString validation
Posted by [mirek](#) on Mon, 16 Feb 2009 14:37:42 GMT
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Well....

first of all, it is BAD IDEA to alter U++ sources...

Anyway, in this case, the trouble is that LostFocus is overridden in EditString.

You might do it the right way, inheriting EditString class to some "EditStringWithGotFocusCallback" and overriding LostFocus again. Just do not forget to call inherited version (it does something important).

Mirek
