Subject: Limited EditString...- MaxChars [SOLVED AND FIXED...]
Posted by fudadmin on Mon, 03 Apr 2006 14:11:15 GMT
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Quote:1. I desire my user do not enter more than 25 character in the editName widget. It is not enough that a pink colour appear. I desire that the widget refuse to write any character further the 25th. Is there such limitation?

not very elegant solution but works:

```
class EditStringLim : public EditString {
 String str;
public:
typedef EditStringLim CLASSNAME;
void OnMax();
 EditStringLim();
 ~EditStringLim() {;}
};

void EditStringLim::OnMax(){
 if (GetLength()>=maxlen){  //bad! but if you make only >maxlen the value becomes <error ...
  SetData(str);
  SetSelection(maxlen, maxlen); //to avoid "selected all"
 }
 else
  str = GetData().ToString(); //.Left(maxlen);
}

EditStringLim::EditStringLim(){
 WhenAction=THISBACK(OnMax);
}
```

Any ideas how to make better?

Edit:
P.S. if you want to use your custom widgets with *.iml - paste or include them above
#define LAYOUTFILE "*.lay"