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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"
```

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