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Subject: Re: Limited EditString...

Posted by [mirek](#) on Mon, 03 Apr 2006 19:31:35 GMT

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forlano wrote on Mon, 03 April 2006 15:02fudadmin wrote on Mon, 03 April 2006 17:49luzr wrote on Mon, 03 April 2006 16:29fudadmin wrote on Mon, 03 April 2006 10:53Quote:Well, I believe is that what forlano requests may not be desirable (at least, such limiting editing is very annoying in practice).

In my opinion, it is very annoying the authoritarian approach of U++ to user tastes, when some worldwide used features are exluded...

Ok, ok... Puttin' to ToDo...

Mirek

Sorry about that... There's no rush. But I imagine how U++ users-programmers are frustrated when they waste time and they can't find what they had been used to...

To say the truth I found such option in many tools that are from far below U++ for power and widget richness. From other side the designer permits to limit the lenght of the string. I supposed that when this limit was reached no other input was possibile... maybe some 'beep' is not bad to attract the attention of the user in this case. Instead now the user can continue to write and overcome the limit without problem. This is very annoying because when he realize the mistake he must delete the excedeed characters. To avoid the same experience he must keep his sight costantly on the screen to stop at the pink colour (... and delete one character). This way to proceed in my modest opinion is time consuming and not very friendly.

Thanks for the attention.

Luigi

I think I owe you explanation - as it is designed now, it is not only about pink color (actually, that is recent month addition per users request). I agree that pink color is not enough.

However, there is usually a moment in GUI dialog lifetime when users acknowledges editations (usually by pressing OK button). For that very moment there is an Accept method of TopWindow (it is automatically invoked if you bind OK button to your dialog using CtrlLayoutOKCancel). Accept method will, in case that there are any errors like this, stop the process and display error, setting focus to invalid widget.

Means while user is allowed to exceed EditString length for editational purposes, he is not allowed to accept invalid value (send to further processing).

Mirek

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