Subject: subclassing LineEdit is ugly
Posted by hojtsy on Sun, 09 Apr 2006 19:46:24 GMT
View Forum Message <> Reply to Message

I am trying to subclass LineEdit, to create some kind of terminal window, where the user can only enter after the last character of the text. It seems quite much possible, but the resulting code would have lot of copy-paste from library code. It would be much easier to subclass LineEdit after the following desired modifications:

1) make these methods virtual, so that I can replace them:
 PlaceCaretNoG
 InsertChar
 DeleteChar
 Backspace
 AlignChar

2) Extract to a new virtual method this last part of LineEdit::Key, so that I can replace this code in a subclass.

```
if(IsReadOnly()) return false;
switch(key) {
case K_DELETE:
 DeleteChar();
 break;
case K_BACKSPACE:
 Backspace();
 break;
case K_SHIFT_TAB:
 AlignChar();
 break;
case K_CTRL_Y:
case K_CTRL_L:
 if(cutline) {
  CutLine();
  break;
 }
default:
 if(InsertChar(key, count, true))
  return true;
 return MenuBar::Scan(WhenBar, key);
}
return true;
```

Additionally please correct the error in the quoted code that WhenBar hotkeys are not working in read-only LineEdits.