
Subject: Re: subclassing LineEdit is ugly
Posted by [mirek](#) on Sun, 09 Apr 2006 20:11:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

hojtsy wrote on Sun, 09 April 2006 15:46l 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.

Well, I would rather solved that by putting LineEdit to readonly mode, used it as child of my real Ctrl and feeded characters from outside (using Insert/Remove). See how Console is done in TheIDE.... (but maybe look for pre-603 version, adding HYDRA support made it much more complicated).

Quote:

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.

Ah, well, but where this should stop? Should we make all methods everywhere public and virtual?

Quote:

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

[/quote]

Hopefully fixed.

Mirek
