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Subject: Re: filtering characters in the EditString  
Posted by [fudadmin](#) on Sun, 16 Apr 2006 02:36:45 GMT  
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below your let's say Avail3

```
#include "VegaMain.h"

void Avail3(One<Ctrl>& ctrl)
{
    // ctrl.Create<Option>().ThreeState();
    ctrl.Create<OptionImage>().ThreeState().SetImage(imgYes(), imgNo(), imgMaybe());
}

int FilterCommaSpace(int c)
{
    if (c == ',' || c == ' ') return false; //add more unwanted chars here..
    else return c;
}

...
...
void VegaTab1::MaskDefaultValue() // body of the callback
{
    editName <<= Null;
    editName.SetFilter(FilterCommaSpace); //added filter
}
...
```

Edit: It looks like you even didn't spy EditString! ...

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