
Subject: Re: ArrayCtrl cell consisting of edit and helper button
Posted by kevinle10@gmail.com on Wed, 19 Apr 2006 15:57:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hm, I wonder if subclassing from EditField and override the Paint() method along with some Mouse actions methods would be better. Again, the idea is to have the edit field occupying the entire cell until it gets the focus, then the button appears.

IN general, I just wonder if one of the goals of Ultimate++ from now on is to create more controls. That would truly make U++ ultimate.
