Subject: why not StaticText::SetData != StaticText::SetText
Posted by kohait00 on Fri, 03 Dec 2010 10:29:57 GMT
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hi guys

StaticText and Label have empty GetData() / SetData()
and one cant set the text trough them. but it'd be great
is there a reason why?

wo why not mapping GetData / SetData to GetText / SetText
i.e.:

virtual void SetData(const Value& v) { SetText(AsString(v)); }
virtual Value GetData() const { return GetText(); }

note the conversion above, to surely be able to display everyting..

or do StaticText / Label have special implications in terms of Ctrl usage?

i know of DataPusher, which is sort of sth like the same, isn't it?
but for StaticText Label, it'd be really great as well