
Subject: Re: ArrayCtrl cell consisting of edit and helper button

Posted by [forlano](#) on Sat, 06 May 2006 08:44:12 GMT

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forlano wrote on Sat, 06 May 2006 10:38fudadmin wrote on Sat, 06 May 2006 02:58try this:

```
void EditLabel::WriteLabel()
{
    lbl.SetLabel( AsString(~edit) );
    SetFocus();
    edit.SetFocus();
    edit.SetSelection(edit.GetLength());
}
```

btw, why do you use a label and not a button?

Thanks!

Everything work perfectly. Your improvements automatically include a feature that I wanted: each time I pressed the TAB key the focus pass to the next editint.

I need a label to show the match result [1-0], [0-1] etc..., while in the editint I enter their short code 1, 0, and so on.

Let me ask you (this is a good moment for it) what is the difference between deriving from TopWindow and CtrlParent. It seems the second one is better for embedded widget in that it merge better with the around widget. While the first one seems more indicate for indipendent widget like dialog. Is it correct?

BTW, can you add two words for the tricky row:

```
edit.SetSelection(edit.GetLength());
```

without it I can't enter more than one char.

Luigi
