## Subject: Extending EditString to filter keys Posted by Jeremi on Fri, 11 Feb 2011 10:54:38 GMT

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Hi all

I am a beginner in Upp. Very cool lib!!

I am trying to make an edit control to acept only letters (a-z and A-Z) so I extended a new class from EditString and i am trying to implement it, like this:

```
#ifndef _MYEDIT_h
#define MYEDIT h
#include <CtrlLib/CtrlLib.h>
using namespace UPP;
class MyEditString: public EditString
{
public:
typedef MyEditString CLASSNAME;
     MyEditString();
~MyEditString();
virtual bool Key(dword key, int repcnt);
private:
};
#endif
#include "MyEditString.h"
MyEditString::MyEditString()
MyEditString::~MyEditString()
}
bool MyEditString::Key(dword key, int repont)
if(key == K_F)
          Exclamation("f was pressed")
 return true;
return EditString::Key(key, repcnt);
}
```

Then I added a EditString to a dialog and change its type from EditString to MyEditString (now just to detect the F and prevent it from appearing in edit box!)

It works. It detects f and it prevents it from appearing in the edit box but if I remove the Exclamation the f appears in the edit box.

I thought that when the return true we are saying that the event is already handled, but returning true the f appears and I want to prevent it from appear.

Any help?

Thank to all of you

Jeremi