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

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 repcnt)
{
 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