
Subject: Re: Extending EditString to filter keys
Posted by [dolik.rce](#) on Fri, 11 Feb 2011 13:08:32 GMT
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Hi Jeremi,

There is a little bit simpler way. All the U++ edit fields based on EditField have a method SetConvert(const Convert&), which allows to handle how setting and retrieving values work and, most importantly for you, it allows to filter which characters are allowed.

All you need to do is to create a class inherited from Convert and override its Filter method. The code could be something simple such as:

```
class MyConvert:public Convert{
public:
```

```
    virtual int Filter(int chr){
        return IsAlpha(chr)?chr:0; //return 0 if we want to discard the character
    }
};
```

Then you can use it as `myeditstring.SetConvert(MyConvert())` and it will filter out all characters except letters. For full description of Convert have a look in manual. Nice examples can be found `Core/Convert.{h,cpp}`.

Best regards,
Honza

PS: I wrote it from top of my head, hopefully there are no big mistakes...
