

good work with the NotNull..a lot cleaner than my version.

just a question aside:
some of the things in patch are missing

Pusher

```
bool    IsClickFocus() const { return clickfocus; }
```

SpinButton

```
bool     IsVisible() const { return visible; }
```

EditCtrl.h / EditField

```
bool     IsNoBackground() const    { return nobg; }  
bool     IsAlignRight() const      { return alignright; }
```

```
typedef EditMinMaxNotNull<int64, EditInt64>    EditInt64NotNull;
```

```
class EditIntNotNullSpin : public EditIntSpin  
{  
public:  
    EditIntNotNullSpin(int inc = 1) : EditIntSpin(inc) { NotNull(); }  
    EditIntNotNullSpin(int min, int max, int inc = 1) : EditIntSpin(min, max, inc) { NotNull(); }  
};
```

```
//the EditInt64Spin and EditInt64NotNullSpin
```

```
class EditInt64Spin : public EditInt64 {  
public:  
    typedef EditInt64Spin CLASSNAME;  
    virtual void MouseWheel(Point p, int zdelta, dword keyflags);  
    virtual bool Key(dword key, int repcnt);
```

```
protected:  
    SpinButtons sb;
```

```
int64    inc;
```

```
void Inc();  
void Dec();  
void Init();
```

```
public:
```

```
EditInt64Spin& SetInc(int64 _inc)    { inc = _inc; return *this; }  
int64         GetInc() const        { return inc; }  
EditInt64Spin& OnSides(bool b = true) { sb.OnSides(b); return *this; }  
bool          IsOnSides() const     { return sb.IsOnSides(); }
```

```
EditInt64Spin& ShowSpin(bool s = true) { sb.Show(s); return *this; }  
bool          IsShowSpin() const      { return sb.IsVisible(); }
```

```
SpinButtons& SpinButtonsObject()    { return sb; }  
const SpinButtons& SpinButtonsObject() const { return sb; }
```

```
EditInt64Spin(int64 inc = 1);  
EditInt64Spin(int64 min, int64 max, int64 inc = 1);  
virtual ~EditInt64Spin();  
};
```

```
class EditInt64NotNullSpin : public EditInt64Spin  
{  
public:  
    EditInt64NotNullSpin(int inc = 1) : EditInt64Spin(inc) { NotNull(); }  
    EditInt64NotNullSpin(int min, int max, int inc = 1) : EditInt64Spin(min, max, inc) { NotNull(); }  
};
```

see here the

```
bool          IsShowSpin() const      { return sb.IsVisible(); }
```

of the SpinButton exposure, as opposed to ShowSpin() in the Spin variants

BTW: why not have the

```
EditInt64Spin(int64 inc = 1);  
EditInt64Spin(int64 min, int64 max, int64 inc = 1);
```

for the EditCtrl changes, see the attached files, just replace..

i think this one hasnt been in the patch..

ProgressInfo

```
int Get() const           { return actual; }
int GetTotal() const      { return total; }
```

File Attachments

- 1) [EditCtrl.h](#), downloaded 384 times
 - 2) [EditField.cpp](#), downloaded 295 times
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