Subject: Re: first try on a own (simple) widget...
Posted by cbpporter on Mon, 05 Dec 2011 09:25:33 GMT
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PS: You probably don't want to derive from EditString. You want to derive from an EditValue with base type probably set to the default Time class from U++. The Time class also support several operations, including conversion to string. The Time class also support seconds, but you can ignore seconds in your control if you don't need them. Using the Time class would make your increaseMin and like methods obsolete/considerably shorter.