
Subject: Re: EditTime - Is it possible to change displayed format?

Posted by [lectus](#) on Wed, 11 Jul 2012 16:57:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Garry wrote on Mon, 09 January 2006 17:26

Anyway, here's my code now:

Thanks to your code I managed to understand how to do validation for my own code.
I wanted the user to be able to only input time in the format hh:mm.

Here's the solution:

1) I put one EditString called "e" and one Button called "b" in the layout.

2) Add this code:

// Custom character filter

```
class MyTimeConvert: public Convert {
```

```
public:
```

```
int Filter(int chr) const {
```

```
    if(IsDigit(chr) || chr == ':')           //only accepts digits and ":"
```

```
        return chr;
```

```
    return 0;
```

```
}
```

```
};
```

// Validation callback. Uses regular expressions:

```
void MainWin::ValidateTime()
```

```
{
```

```
    RegExp r0("\\d\\d:\\d\\d");
```

```
    if (!r0.Match(~e))
```

```
        Exclamation("Invalid time!");
```

```
}
```

```
e.MaxChars(5); // limit it to 5 chars
```

```
e.SetConvert(Single<MyTimeConvert>()); // sets custom filtering
```

```
b.WhenPush = THISBACK(ValidateTime); // when clicked check for format hh:mm.
```