
Subject: EditControl with AllCaps, OnlyNums, and ErrorMsg dialog

Posted by [luisrod0512](#) on Sun, 14 Oct 2012 02:45:38 GMT

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Congratulations to all of you for this great framework...

Here from Venezuela, I propose some lines of code to make it better...

In EditCtrl.h

```
class EditField : public Ctrl, private TextArrayOps {
protected:
    bool    initcaps:1;
    bool    allscaps:1;
    bool    onlynums:1;

public:
    EditField& InitCaps(bool b = true)    { initcaps = b; return *this; }
    EditField& AllsCaps(bool b = true)    { allscaps = b; return *this; }
    EditField& OnlyNums(bool b = true)    { onlynums = b; return *this; }
    bool    IsInitCaps() const           { return initcaps; }
    bool    IsAllsCaps() const           { return allscaps; }
    bool    IsOnlyNums() const           { return onlynums; }
```

In EditField.cpp

```
void EditField::Insert(int chr)
{
    if(IsReadOnly()) return;
    if(onlynums && ( chr < 48 || chr > 57)) return;
    if((initcaps && cursor == 0 && text.GetCount() == 0) || allscaps)
        chr = ToUpper(chr);
    cursor += Insert(cursor, WString(chr, 1));
    Finish();
}
```

In Prompt.cpp

```
void ErrorNOK(const char *qtf) {
    BeepExclamation();
    Prompt(Ctrl::GetAppName(), CtrlImg::error(), qtf, t_("OK"));
}
```

In RichText.h

```
void ErrorNOK(const char *qtf);
```

Thanks you for creating one of the best tool to develop software in C++ I've ever known.

Luis Rodriguez
Software Developer..
