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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..

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