
Subject: Re: Custom check for EditIntXxxx controls
Posted by [dolik.rce](#) on Tue, 16 Oct 2012 13:09:41 GMT
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Hi Pavel,

Edit*Spin ctrls are unfortunately not templates, so I'm afraid it is not really simple to "inject" them with custom value checking code (aside from the default min/max/notNull constraints).

For Edit* ctrls, you can achieve this simply by writing custom Convert based class and declare the type using typedef. E.g. for EditInt with your custom logic: `typedef EditValue<int, MyConvert> MyEditInt;` The input will be marked as invalid if your MyConvert class returns ErrorValue (see docs and/or Core/Convert.h). If you also want the spin buttons, you'll probably have to add them yourself, but it should be easy if you follow the code in original EditIntSpin class.

Best regards,
Honza
