Subject: Re: Custom check for EditIntXxxx controls
Posted by dolik.rce on Tue, 16 Oct 2012 16:39:49 GMT
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I couldn't resist I just had to try to implement the templated version of *Spin ctrls. I proposed it to Mirek for inclusion into CtrlLib, you can see it here: http://www.ultimatepp.org/redmine/issues/336 and of course, you can use it even if Mirek deems it unusable for U++...

Honza