
Subject: need some expert advice to extend the LineEdit

Posted by [navi](#) on Sun, 02 Dec 2012 13:54:17 GMT

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I need some expert advice/pointer. I am trying to extend the LineEdit Class to add an option for displaying line number on the left of the each line possible with PAPER_READONLY color background.

So far I have I have extended my class as follows:

```
class LineEditExtended : public LineEdit{
public:
    virtual void  Paint(Draw& w);

    void  Paint0(Draw& w);

    Rect DropCaret();
...}
```

As I do not wish the break the original LineEdit Ctrl, I am overriding the above function then copy/pasting the content from LineEdit.cpp and modifying it. I have modified the above function

regular backgrounds. My plan is to create some empty space on the left of the LineEdit ctrl vie making it start drawing from x-offset. Once that is achieved then I plan to add my own codes to draw the line number on that empty space as read-only non-selectable text.

So far I have manage to create some empty space on the left but have broken the 'Caret' placement on the text. I am still trying to fix the issue but finding quite hard to understand the mechanism of the TextCtrl/LineEdit Ctrl.

I have thought of doing it in other ways like making a compound ctrl with either two LineEdit or a "Label" ctrl and a LineEdit ctrl. Where one of the LineEdit or Label ctrl will be used to print the line numbers. In this way, I am not quite sure how I might be able to deal with scrolling and new lines.

I have tried investigating the CodeEditor Ctrl to see how it implemented line number. I concluded it does it through the friend class EditorBar. I am still trying to understand how.

Attached with this post is a test project using the LineEditExtended Ctrl.

File Attachments

1) [testGUItmp1 03-12-2012 #0037.rar](#), downloaded 373 times
