Subject: Re: How to add a currency symbol to an EditDoubleSpin? Posted by mirek on Wed, 29 Oct 2014 15:47:38 GMT View Forum Message <> Reply to Message

Well, it looks like there was a conflicting bug/feature fix, with other users demanding that extra unrecognized characters should result it error value ("12-12" case).

Anyway, I have fixed ConvertDouble so that if pattern is used, input is filtered to remove any characters that would be breaking the rule. Means your code should work again.

Mirek

Page 1 of 1 ---- Generated from U++ Forum