
Subject: Re: LineEdit how to set selection from code
Posted by [slashupp](#) on Sun, 12 Nov 2017 07:34:02 GMT
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never mind :) used the following to figure it out
Leaving it here for the next guy...

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

struct test_led : public TopWindow
{
    typedef test_led CLASSNAME;
    int l,h;
    Button btnLoad, btntest1, btntest2;
    EditInt eba, ebc;
    LineEdit led;
    test_led()
    {
        Title("test_led").Sizeable().CenterScreen();
        Add(btnLoad.LeftPos(5,60).TopPos(5,20)); btnLoad.SetLabel("Load..").WhenPush << [this]{
        OpenFile(); };
        Add(btntest1.LeftPos(70,60).TopPos(5,20)); btntest1.SetLabel("testget").WhenPush << [this]{
        testget(); };
        Add(btntest2.LeftPos(140,60).TopPos(5,20)); btntest2.SetLabel("testset").WhenPush << [this]{
        testset(); };
        Add(eba.LeftPos(210,100).TopPos(5,20));
        Add(ebc.LeftPos(320,100).TopPos(5,20));
        Add(led.HSizePosZ().VSizePosZ(30)); // TopPosZ(30)); <--loses scrollbars!?
    }

    virtual ~test_led() {}

    void OpenFile()
    {
        String sf=SelectFileOpen("Any\\t*.");
        if (!sf.IsEmpty()) { FileIn fis(sf); led.Load(fis); }
    }

    void testget()
    {
        led.GetSelection(l, h);
        eba=l;
        ebc=h;
    }

    void testset()
```

```
{  
    l=~eba;  
    h=~ebc;  
    led.SetSelection(l, h);  
}  
};
```

```
GUI_APP_MAIN  
{  
    test_led().Run();  
}
```
