Subject: Re: Empty values to the "EditInt" widget and the "int" basic type
Posted by koldo on Fri, 25 Oct 2019 06:35:18 GMT

Dear Frank

It is simple. U++ uses a special value for all usual types, U++ classes and some most used C++, that is Null.

If you have an EditInt and you want to know if it is empty or not, just do:
if (IsNull(myEdit))
 Exclamation("Please enter a number");
IsNull() function is the way to test if a variable is Null.
If you look in U++ sources and examples, you will find tons of IsNull() :)