
Subject: EditString in toolbar doesn't work
Posted by [forlano](#) on Sat, 20 May 2006 12:23:46 GMT
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Hello,

in my toolbar I've added an editstring. In it I want to show the filename currently in use. I know the status bar is better place for this but I want save space in my page.

First I engaged a terrible struggle with the editstring that appeared microscopic. When I lost the hope I've found a hint on the forum:

```
bar.Add(edts, edts.AddFrameSize(200,15));
```

and I won the battle.

But then I lost the war because it refused to adjourn its content. I mean it is unsensitive to the command <<= like in this snippet:

```
void VegaTab4::Load(const String& name)
{
    editor.Set(LoadFile(name));
    //edts <<= name;    //doesn't work
    //edts.SetText(name); //doesn't work
    edts <<= "prova";    //doesn't work
    editor.ClearModify();
}
```

So, is it possible to send a string in the editstring embeded in a toolbar?

Luigi

PS: the editstring is seteditable to false, but it doesn't work even if it is set to true.

File Attachments

1) [s.jpg](#), downloaded 2587 times

Subject: Re: EditString in toolbar doesn't work
Posted by [mirek](#) on Sat, 20 May 2006 19:02:04 GMT
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forlano wrote on Sat, 20 May 2006 08:23Hello,

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PS: the editstring is seteditable to false, but it doesn't work even if it is set to true.

This works:

```
#include <CtrlLib/CtrlLib.h>

struct MyApp : TopWindow {
    EditDate date;
    ToolBar toolbar;

    void Set() {
        date <<= GetSysDate();
    }

    void Tool(Bar& bar) {
        bar.Add("Test1", CtrlImg::paste(), THISBACK(Set));
        bar.Separator();
        bar.Add(date, 300);
    }

    typedef MyApp CLASSNAME;

    MyApp() {
        AddFrame(toolbar);
        toolbar.Set(THISBACK(Tool));
        Sizeable();
    }
};
```

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

Mirek
