
Subject: LineEdit how to set selection from code
Posted by [slashupp](#) on Fri, 10 Nov 2017 07:49:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

(orig question was regarding fonts)
I think because of block-selection it MUST have regularly spaced characters?
"LineEdit can do any font as long as it is monospace" ;)
and that this is so by design

Now I want to select some text from code and I cannot figure out how to.
Say I have three lines of text in the LineEdit like so:

```
abc def ghi  
jkl mno pqr  
stu vwx yz
```

and I want to select from code the word "mno", how to do that?
I looked at SetSelection() but it does strange things - don't understand it at all.

Also: how do I set the blinking caret to be at the start of the above selection?

PS:

We really really really need proper documentation for Upp.
Is there such an effort underway? I'd like to contribute to it for the bits I understand
and usage/call examples similar to how <http://en.cppreference.com/w/> does it.
I spend a lot of time tracing code for info that should be part of proper documentation.

Subject: Re: LineEdit how to set selection from code
Posted by [slashupp](#) on Sun, 12 Nov 2017 07:34:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

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("Anyt*.");
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();
}

```