Subject: Adding simple Append to TextCtrl?
Posted by luoganda on Sun, 29 Apr 2018 12:18:15 GMT
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It would be neat to have TextCtrl.Append, eg from
TextCtrl.Insert(TextCtrl.GetLength(),"someString"); into
TextCtrl.Append("someString); or TextCtrl.Cat("someString);

Subject: Re: Adding simple Append to TextCtrl?
Posted by mirek on Sun, 29 Apr 2018 18:12:19 GMT
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OK, why not. In the trunk now.

Subject: Re: Adding simple Append to TextCtrl?
Posted by kov_serg on Mon, 11 Nov 2024 16:01:16 GMT
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How about AppendPreservingSelection for interactive adding text to control:

```
void LineEdit_Append2(LineEdit &edit, const String &text) {
 int64 pos=edit.GetCursor64(), len=edit.GetLength64();
 int64 h,t; bool sel=edit.GetSelection(h,t);
 edit.Append(text);
 if (pos==len) {
  len=edit.GetLength();
  edit.SetCursor(len);
  if (sel && t==pos) t=len;
 }
 if (sel) edit.SetSelection(h,t);
}
```

It keeps selection and cursor position if it was at the end.