
Subject: [SOLVED] Empty values to the "EditInt" widget and the "int" basic type
Posted by [xrysf03](#) on Thu, 24 Oct 2019 20:30:12 GMT

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Hello everybody,

another stupid noob question.

In a simple GUI application, I have two EditInt widgets, called From and To.
I understand that the EditInt is a subclass of an "Editbox" that can only accept integers.
The EditInt widget is willing to remain empty - in which case I would understand that it contains no valid integer value. But, to the best of my knowledge, a traditional "int" type does not have a NaN value. So I was wondering if there's a way for me to test, if the EditInt widget contains a valid integer value, or is empty. I haven't found any such member function or flag to the EditInt object...

I've tried assigning the value of the EditInt widget to a basic "int" variable, declared locally in a function. And then I passed that int variable into a String, and I printed that string.

What I find shocking: the empty value from the editbox apparently made it into the printed string as an empty string, i.e. "".

This is my code almost verbatim:

```
String tmp_str;  
int _from, _to;  
_from = Edit_from;  
_to = Edit_to;  
tmp_str << "From: " << _from << " To: " << _to;  
log_this(tmp_str);
```

...and in the log I get:

"From: To: "

If I type in some numbers, I get those numbers. E.g.:

"From: 100 To: 200"

Is the "int" type overloaded with some higher-level class?

Is there a way for me to test the EditInt or the basic "int" type for an empty value?

I need this for basic user input sanitization.

Frank Rysanek

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

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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() :)

Subject: Re: Empty values to the "EditInt" widget and the "int" basic type

Posted by [xrysf03](#) on Fri, 25 Oct 2019 08:58:25 GMT

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@Koldo thanks for your endless patience :) and for all your help.

Yes I've been fumbling for IsValid or IsNull in the autocompletion suggestions and in the built-in help, as a member method - but it never occurred to me to look for it as a stand-alone function (I really wouldn't know how, it doesn't jump at me via autocompletion). Trawl the examples, that was the one thing I gave up, in favour of asking yet another silly question.

I don't mean to complain, there are always sweet secrets when learning a new environment, and I sure do recall the old days when we were not spoiled by omnipresent hints and instant help :) And it's a modern marvel of the world to have a place to ask, and get a friendly answer overnight.

Once again you have patiently answered several facets of my question. Thank you :)

Frank

Subject: Re: Empty values to the "EditInt" widget and the "int" basic type

Posted by [koldo](#) on Fri, 25 Oct 2019 10:26:49 GMT

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You're welcome.

Never hesitate to ask, always trying to be simple and clear in your questions.

There are no silly questions, but sometimes stupid answers. Here, we try not to be stupid :)
