Subject: Input mask on an EditInt Posted by Giorgio on Fri, 21 Feb 2020 15:42:55 GMT View Forum Message <> Reply to Message

## Hi there,

I have the need to apply an input mask on an EditInt. The user will enter a 6 digits integer number, but it has to be shown with a point after the first 2 digits. e.g. "201234" will be shown as "20.1234". Internally the input is treated as an integer.

Is there a quick way to implement that kind of an in input mask?

Thanks, gio

Subject: Re: Input mask on an EditInt Posted by mirek on Sun, 23 Feb 2020 22:11:18 GMT View Forum Message <> Reply to Message

Giorgio wrote on Fri, 21 February 2020 16:42Hi there,

I have the need to apply an input mask on an EditInt. The user will enter a 6 digits integer number, but it has to be shown with a point after the first 2 digits. e.g. "201234" will be shown as "20.1234". Internally the input is treated as an integer.

Is there a quick way to implement that kind of an in input mask?

Thanks,

gio

You need to provide your Convert. Handle text<->int conversion in your custome Format/Scan.

Mirek

Subject: Re: Input mask on an EditInt Posted by Giorgio on Mon, 24 Feb 2020 11:13:45 GMT View Forum Message <> Reply to Message

Hi,

is there an example of that?

At the moment I have changed the field from EditInt to EditString, create the converter (see below) and "bound" the converter to the EditString, but this crashes the application.

Thanks,

ConvertOrderNumber c; order\_number.SetConvert(c); //<-- order\_number is the EditString in the .lay file

```
struct ConvertOrderNumber : Convert{
    Value Format(const Value &q) const
    {
        String input=AsString(q);
        return input.Left(2)+"."+input.Right(input.GetCount()-1);
    }
};
```

Subject: Re: Input mask on an EditInt Posted by mirek on Mon, 24 Feb 2020 15:18:50 GMT View Forum Message <> Reply to Message

Giorgio wrote on Mon, 24 February 2020 12:13Hi, is there an example of that?

At the moment I have changed the field from EditInt to EditString, create the converter (see below) and "bound" the converter to the EditString, but this crashes the application.

Thanks,

gio

```
ConvertOrderNumber c;
order_number.SetConvert(c); //<-- order_number is the EditString in the .lay file
```

```
struct ConvertOrderNumber : Convert{
    Value Format(const Value &q) const
    {
        String input=AsString(q);
        return input.Left(2)+"."+input.Right(input.GetCount()-1);
    }
};
```

Well, this obviously has to crash for some values of q.... Like < 100

gio