Subject: WithDropChoice simple proposal
Posted by luoganda on Thu, 14 May 2020 19:48:27 GMT

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This is missing somewhere in WithDropChoice - so one can get current edited(or specified index) value.

For myself - i have added this after
'Value   Get(int i) const   { return select.Get(i); }'

So, adding something like this would be fine.
DropChoice&   GetDropChoice()const   { return select; } <=toGetSpecifiedIndexVal,etc
Value   operator~()const   { return select.Get(); } <=toGetCurrent(eg EditString)
edited! value

Subject: Re: WithDropChoice simple proposal
Posted by mirek on Sat, 16 May 2020 14:06:18 GMT

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IDK, this is LAST selected value. What is the context where you need this?

Subject: Re: WithDropChoice simple proposal
Posted by luoganda on Sat, 16 May 2020 17:51:00 GMT

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yes, it's the last Edited selected value and it can be used almost everywhere.
Eg to select some value from list, edit it - and use that for next data processing.
It's something like DropList - which can be edited - although i didn't find that feature in it, that's
why proposal for last selected value.
Most gui toolkits have it - win32 native also has it.

It's a must for quite many apps.

Besides this - i didn't find a way how to get/set specified index value, that's why 1st proposal
'GetDropChoice'.
If there is - you can give me a hint about it.

Subject: Re: WithDropChoice simple proposal
Posted by luoganda on Sun, 17 May 2020 10:28:38 GMT

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Also "What is the context where you need this?".
Suppose one has WithDropChoice<EditString> - eg 10 string 'templates' values added - but some

of the words are adjustable.
Eg value: "Template 'adjustableValue' some more words". When one selects one of this 'adjustable template' list value - that adjustableValue can be changed by user for whatever one wants to if needed(eg also for sdr software, etc) - this is the context in which is used. I have made some small app - and it's value is indespensible - not just an option - but a must. I guess something like this is also meant in linux/win native gui-s.

There is SuggestControl which adds new values - but WithDropChoice<EditString> doesn't need to - although that extra select and optionally change - is very handy(a must) in some apps.

Also overriding ~operator doesn't have to do the same as i have written - this should probably return current original selected value from list, but something like 'GetCurrentValue'(and 'GetSelected' value) in some kind of way - should be there, else many of us will have to patch every new upp release.
And maybe 'DropChoice& GetDropChoice()' should be const - but i almost doubt this - because if it's const - many functionality is automatically not accesible to user.
But if it's meant for safety - at least GetDropChoice could be const and GetDropChoiceObject should not be.

Subject: Re: WithDropChoice simple proposal
Posted by mirek on Mon, 18 May 2020 22:41:45 GMT
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I still find it confusing. The last value that user selected is IMO meaningless as he can edit it at his will. That is why I am not quite happy adding IMO misleading methods to WithDropChoice interface.

Would not adding action to WhenSelect help? That should allow you to get the selected value at the moment it is selected...

Subject: Re: WithDropChoice simple proposal
Posted by luoganda on Tue, 19 May 2020 21:54:15 GMT
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"The last value that user selected is IMO meaningless as he can edit it at his will."
It's not meaningles - it's ideal!
User chooses it and he may(or may not) edit it(the whole story behind using EditString with WithDropChoice) - this is very needed in some apps.
Also - EditString is not accessible by current WithDropChoice funcs - if it is - i would be glad to know about it.

Besides, if i would need something that i don't want to change - i would use DropList - wouldn't i.

And - also - how to get CurrentSelectedIndex with current functions? is there a func fot it? i didn't find it.

Subject: Re: WithDropChoice simple proposal
Posted by luoganda on Fri, 05 Jun 2020 19:52:32 GMT
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ahh, never mind, i didn't realized some things..

Although for WithDropChoice my oppinion is that there should be at least
const DropChoice& GetDropChoice() <= for GetIndex, Get(i) and GetCount ... and separate
SetIndex
accessed via public funcs - else one has to override class - which is not needed for many basic
uses.