## Subject: What happened to the caret methods?
Posted by Oblivion on Mon, 27 Jun 2022 17:09:21 GMT
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Hi,

I can't find the relevant caret methods (SetCaret, KillCaret, etc...) in the latest U++. Am I missing something or are they removed?

(This breaks my code badly...)

Best regards,
Oblivion

## Subject: [SOLVED] Re: What happened to the caret methods?
Posted by Oblivion on Mon, 27 Jun 2022 17:17:12 GMT
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Ok, it appears to be moved to a single virtual method (GetCaret) where I can control it...

## Subject: Re: What happened to the caret methods?
Posted by mirek on Tue, 28 Jun 2022 09:00:34 GMT
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Oblivion wrote on Mon, 27 June 2022 19:09Hi,

I can't find the relevant caret methods (SetCaret, KillCaret, etc...) in the latest U++. Am I missing something or are they removed?

(This breaks my code badly...)

Best regards,
Oblivion

It was announced... Victim of reducing sizeof(Ctrl).

The is secondary reason though - it looks like some RTL editor situations require two carets, so moving this to virtual method paves road for that too.