
Subject: EditInt and crash of the program
Posted by [forlano](#) on Wed, 28 Feb 2007 19:46:30 GMT
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Hello,

I noticed that when I try to enter a character via keyboard in an EditInt/Spinedit ctrl the program crash. This is not normal. Maybe some filter has been corrupted.
The test case is attached. It consists in a ctrl added in the layout generate by the template.

Thanks,
Luigi

File Attachments

1) [editint.rar](#), downloaded 556 times

Subject: Re: EditInt and crash of the program
Posted by [mirek](#) on Thu, 01 Mar 2007 04:33:32 GMT
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Sorry. Please try this fix:

CtrlLib/EditField.cpp 363

```
int EditField::Insert(int pos, const WString& itext)
{
    if(IsReadOnly()) return 0;
    WString ins;
    const wchar *s = itext;
    for(;;) {
        wchar chr = *s++;
        if(chr == '\t')
            ins.Cat(WString(' ', 4));
        else
            if(chr >= ' ') {
                chr = (*filter)(chr);
                if(chr) {
                    chr = convert->Filter(chr);
                    if(chr && (charset == CHARSET_UNICODE || FromUnicode(chr, charset, 0)))
                        ins.Cat(chr);
                }
            }
        else
            break;
    }
}
```

```
if(ins.GetCount() + text.GetCount() > maxlen) {  
    BeepExclamation();  
    return 0;  
}  
text.Insert(pos, ins);  
Update();  
return ins.GetLength();  
}
```

Subject: Re: EditInt and crash of the program
Posted by [forlano](#) on Thu, 01 Mar 2007 07:42:30 GMT
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Thanks, it works,
Luigi
