
Subject: editors problems: tabs, capitalization... [FIXED]

Posted by [zsolt](#) on Tue, 24 Jan 2006 10:42:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

These are reported by my clients (end users):

In some cases, when user want to type capitalized letters, he holds Shift key and types some text. The problem is, that Shift + space is not allowed. I patched EditField.cpp, DocEdit.cpp and LineEdit.cpp.

There can be a case, when user don't want to type TAB characters, but want to use TAB key to navigate through controls.

I made it possible to choose between the two behaviour programatically. I created new methods: ProcessTab, NoProcessTab and IsProcessTab in DocEdit and LineEdit classes.

Other modified files are: TextEdit.h and Text.cpp

The default behaviour is the same as before.

Important: these patches are against the latest snapshot (20060123)!

File Attachments

1) [editor_patch.zip](#), downloaded 1882 times

Subject: Re: some editor problems - fixed

Posted by [unodgs](#) on Tue, 24 Jan 2006 11:07:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:There can be a case, when user don't want to type TAB characters, but want to use TAB key to navigate through controls. I made it possible to choose between the two behaviour programatically. I created new methods: ProcessTab, NoProcessTab and IsProcessTab in DocEdit and LineEdit classes. Other modified files are: TextEdit.h and Text.cpp The default behaviour is the same as before.

Thanks zsolt. This is exactly what I was going to patch myself..

Subject: Re: some editor problems - fixed

Posted by [mirek](#) on Tue, 24 Jan 2006 12:18:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Should be inserted, however, there was conflict this time (I have fixed some issues in LineEdit too), so please check whether I have not done any mistake when combining sources....

Subject: Re: some editor problems - fixed

Posted by [zsolt](#) on Tue, 24 Jan 2006 13:34:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

My problem is that I have no acces to UVS2 yet.
