Subject: Enter time as duration
Posted by guido on Tue, 28 Aug 2007 18:10:28 GMT

Hi,

I need a widget for entering things like how long a certain task is expected to take in hours and minutes. Can EditTime be fudged to do that?
Someone here done that

Guido

Subject: Re: Enter time as duration
Posted by mrjt on Wed, 29 Aug 2007 07:40:23 GMT

EditTime won't do it because it only accepts times <= 12 hours. You need to define your own convert function and edit control:

typedef EditMinMax<Time, ConvertDuration>   EditDur;

You should still be able to use the Time class, providing durations are < 256 hours.

Subject: Re: Enter time as duration
Posted by mrjt on Wed, 29 Aug 2007 08:11:09 GMT

Actually, it turns out this is a bit of a cock-up (IMO).

Basically what happens is that the EditTime control is really an EditTimeANDDate control, and always expects a valid date to be entered first.

For example, with date format mdy:
23:00   - not valid
11:01:2007 - valid
11:40:00   - not valid
11:00:2007 - not valid
11:34:1900 - valid
11:34:1900 23:30:01 - valid

So currently Upp has a 2 Date only controls and a Date AND Time control, but no Time only control.

Subject: Re: Enter time as duration
Posted by mirek on Thu, 30 Aug 2007 16:40:59 GMT
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I would just (as noted in abother thread) created Convert working with number of seconds....
(maybe even as double number to cover sub-second times).

Mirek

Subject: Re: Enter time as duration
Posted by jlfranks on Tue, 18 Mar 2008 23:16:59 GMT
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Well, I think Duration is a general case and should be included
in Upp.

I just ran into this problem, i.e., where Time is really Time&Date. I need a Duration type.

Imagine a case whereby process control batch has many different
timed durations and we use Upp to present this to the operator.

Duration should be a type included in Upp. Also, it is not just
a new typedef as was mentioned.

Value type must comprehend the new type Dur or Duration (depending on how it is named).
There are guards that check for null and empty, and it switches on the test depending on the
Type and applies the right operation for that Type.

Not as simple as just a new typedef as stated earlier:
typedef EditMinMax<Time, ConvertDuration>   EditDur;

More is involved.

--jlf

Subject: Re: Enter time as duration
Posted by mrjt on Tue, 25 Mar 2008 11:05:32 GMT
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You shouldn't need to modify UppSrc, all you need is:
- A Duration class with operators to/from int, operators >, < etc. (just convert to int and compare)
- A custom Convert class/Edit ctrl
Since most of this is copying from existing code it really isn't much work, see attached.
ToInt/FromInt could probably be improved, and you may wish to add Null support.

jlfranks

Not as simple as just a new typedef as stated earlier:
typedef EditMinMax<Time, ConvertDuration>   EditDur;

More is involved.

 I did say that you had to define a new Convert class, which is where all the work is done. It's possible, but perhaps not the best solution.

File Attachments
1) Duration.h, downloaded 827 times