
Subject: Is it possible to get Ctrl name during runtime (or similar)?

Posted by [alex100](#) on Tue, 11 Dec 2007 09:45:55 GMT

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

Env: winxp, u++ 2007.1

Hi,

Suppose the following:

I have a modal dialog with 2 EditStrings (with names edField1 and edField2) and one EditInt (with name edField3) and I want to do different things if the focus is on EditStrings or in the EditInt.

I can differentiate the EditInt from EditString with the following code:

```
EditInt *pEditInt=NULL;
EditString *pEditStr=NULL;

pEditStr=dynamic_cast<EditString *>(GetFocusCtrl());
if(pEditStr) //It is one of the edit strings
{
    ...
}

pEditInt=dynamic_cast<EditInt*>(GetFocusCtrl());
if(pEditInt) //It is the EditInt
{
    ...
}
```

How can I know if the focus is in the edField1 or in edField2?

Many thanks

Alex

Subject: Re: Is it possible to get Ctrl name during runtime (or similar)?

Posted by [mrjt](#) on Tue, 11 Dec 2007 10:14:40 GMT

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

Is there any good reason why you can't just compare addresses?

```
Ctrl * focus = GetFocusCtrl();
if (focus == &edField1) {
// First EditString
}
else if (focus == &edField2) {
// Second EditString
}
```

```
else if (focus == &edField3) {  
    // EditInt  
}Or:  
if (edfield1.HasFocus()) { // etc.  
    which is exactly the same.
```

Subject: Re: Is it possible to get Ctrl name during runtime (or similar)?
Posted by [alex100](#) on Tue, 11 Dec 2007 10:39:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you.

Alex
