Subject: EditIntSpin is to provide operator=(int)
Posted by Mindtraveller on Fri, 01 Feb 2008 02:53:56 GMT
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Recently tried to write something like:
EditInt ei1;
ei1 = 0; //OK

EditIntSpin ei2;
ei2 = 0; //operator=(int) not found!
Compiler: MSC8.

My quick&dirty solution is as plain as simple.
EditCtrl.h, Line311, add:
EditIntSpin & operator=(int op) { EditInt::operator=(op); return *this; }

Subject: Re: EditIntSpin is to provide operator=(int)
Posted by mirek on Fri, 01 Feb 2008 21:40:48 GMT
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Mindtraveller wrote on Thu, 31 January 2008 21:53Recently tried to write something like:
EditInt ei1;
ei1 = 0; //OK

EditIntSpin ei2;
ei2 = 0; //operator=(int) not found!
Compiler: MSC8.

My quick&dirty solution is as plain as simple.
EditCtrl.h, Line311, add:
EditIntSpin & operator=(int op) { EditInt::operator=(op); return *this; }

Well, sorry about that, "operator=" was deprecated in favor of universal operator<<=.

Mirek