
Subject: EditIntSpin is to provide operator=(int)
Posted by [Mindtraveller](#) on Fri, 01 Feb 2008 02:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

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
