
Subject: LineEdit error [BUG]

Posted by [amando1957](#) on Mon, 06 Oct 2008 02:02:43 GMT

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Hello folks,

I've tried my first CtrlLib project with a LineEdit, and got this error:

D:\upp\MyApps\ctrlLib_t\ctrlLib_t.lay:5: error: 'class Upp::LineEdit' has no member named 'MaxChars'

It showed the *.lay with the marked the line:

```
ITEM(LineEdit, lineEdit,  
MaxChars(64).SetFont(StdFontZ(16)).SetFrame(NullFrame()).Tip(t_("hinweis")).LeftPosZ(32,  
148).TopPosZ(4, 24))
```

Indeed 'MaxChars' is not to find in the "CtrlLib\TextEdit.h".

While in "EditCtrl.h" its looking like this:

```
EditField& MaxChars(int mc)          { maxlen = mc; return *this; }
```

So, maybe LineEdit needs the same one?

Further I won't get back the graphic editor now,

Martin

Subject: Re: LineEdit error

Posted by [mr_ped](#) on Mon, 06 Oct 2008 07:20:09 GMT

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Ctrl+T - switch to graphics/text

("Edit / Edit as Text", or "Edit / Edit using the designer", both do show only when you edit lay or iml file).

And while editing IML in designer mode, the Ctrl+T does switch something about transparency, so you have to use menu.

(to Mirek: ^^ clash of hotkeys, but I'm not sure what's the correct solution here, maybe to drop "Ctrl+T" text from menu and keep this mode without hotkey for text edit?)

About the MaxChars member, sorry, no idea. You should probably add the same thing as EditField has, if it makes any sense in context of LineEdit internal members.

Uh, why is it "LineEdit" vs "EditField" (Edit is first or second)? IMHO not pretty.

Subject: Re: LineEdit error

Posted by [amando1957](#) on Mon, 06 Oct 2008 19:28:57 GMT

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Ahoj, mr_ped,

I've taken a EditField instead, and its fine now.
Thanks for your effort.

Martin
