Subject: EditString validation
Posted by Kajko on Sun, 15 Feb 2009 23:10:07 GMT
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Hi everybody...
I have interesting problem. Code:

```
class ccc : public TopWindow {
public:
 typedef ccc CLASSNAME;

 EditString str1;
 EditString str2;
 EditString str3;

 ccc()
 {
  SetRect( 0, 0, HorzLayoutZoom(430), VertLayoutZoom(485) );

  Add(str1.LeftPosZ(100, 300).TopPosZ(10, 20));
  Add(str2.LeftPosZ(100, 300).TopPosZ(30, 20));
  Add(str3.LeftPosZ(100, 300).TopPosZ(50, 20));

 };
};


GUI_APP_MAIN
{
 ccc().Run();
}
```

Is there anyway to validate string input BEFORE string lose focus and prohibit losing focus if valid fails ?
I will try to explain better...
Let say that only valid input in str2 is str1 + something. When user wants to leave str2 (K_ENTER, K_UP, K_DOWN, etc...) I would like to validate str2 and keep focus on str2 until text entered is not right.
I do not know did i make my self clear...

Cheers
Sasa

Subject: Re: EditString validation
Posted by mirek on Mon, 16 Feb 2009 07:17:31 GMT

IMO only via ChildLostFocus. Store the "last" focus in ChildGotFocus, then in ChildLostFocus do validation (dynamic_cast or comparison to find out which widget lost focus needed), then if validation fails, restore the focus to the "last".

Mirek

Subject: Re: EditString validation
Posted by Kajko on Mon, 16 Feb 2009 13:16:14 GMT

Thanks for an answer...
now look at this if you please:

```
class ccc : public TopWindow {
public:
typedef ccc CLASSNAME;

EditString str1;
EditString str2;
EditString str3;

ccc()
{
SetRect( 0, 0, HorzLayoutZoom(430), VertLayoutZoom(485) );

Add(str1.LeftPosZ(100, 300).TopPosZ(10, 20));

Add(str2.LeftPosZ(100, 300).TopPosZ(30, 20));
str2.cbValid << THISBACK( validStr2 );

Add(str3.LeftPosZ(100, 300).TopPosZ(50, 20));

};

bool validStr2()
{
 PromptOK( "ss" );
 return true;
}

};


GUI_APP_MAIN
{
```

```
ccc().Run();
}
```

in CtrlCore.h i added:

```
  class Ctrl : public Pte<Ctrl> {
  public:
   >>>>>>>>>THIS>>>>>>> Gate cbValid;
 ...
```

and in Ctrl.cpp i added this:

```
void Ctrl::LostFocus()                          {
>>>>>>>>>THIS>>>>>>> if( cbValid() )
>>>>>>>>>THIS>>>>>>>  SetFocus();
}
```

so if cbValid() return true, stay where you are)

BUT validStr2 HAS NEVER been called. Any idea why ?

Thanks,
Sasa

Subject: Re: EditString validation
Posted by mirek on Mon, 16 Feb 2009 14:37:42 GMT
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Well....

first of all, it is BAD IDEA to alter U++ sources...

Anyway, in this case, the trouble is that LostFocus is overriden in EditString.

You might do it the right way, inheriting EditString class to some "EditStringWithGotFocusCallback" and overriding LostFocus again. Just do not forget to call inherited version (it does something important).

Mirek

Subject: Re: EditString validation
Posted by Kajko on Mon, 16 Feb 2009 15:09:09 GMT
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Thanks.

That worked...i was just thinking general approach)

Thanks again
Sasa