
Subject: GetType() ???

Posted by [jchaves13](#) on Tue, 28 Mar 2006 14:04:06 GMT

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I want get type of Widget (EditField, EditDate, DocEdit...), but no found way to do.

Subject: Re: GetType() ???

Posted by [mirek](#) on Tue, 28 Mar 2006 15:19:57 GMT

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jchaves13 wrote on Tue, 28 March 2006 09:04I want get type of Widget (EditField, EditDate, DocEdit...), but no found way to do.

Best you can do is to use RTTI...

May I ask why you need that? Perhaps there is a better way how to solve the problem.

Mirek

Subject: Re: GetType() ???

Posted by [fudadmin](#) on Tue, 28 Mar 2006 15:27:30 GMT

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What Ctrl::Name() supposed to do? I think it's possible to get something useful about Ctrl's?

Subject: Re: GetType() ???

Posted by [jchaves13](#) on Tue, 28 Mar 2006 15:44:48 GMT

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I have created a mechanism, with KeyHook(), that (like console apps) when the user hit <ENTER> key, the focus move to next ctrl, but in some ctrl (like DocEdit) I want ignore that action. After post the question, I make some tests with HotKey() instead of KeyHook(), and get better results, for this case. But, I believe that is a good thinks know this.

Thanks, and sorry my bad english.

Subject: Re: GetType() ???

Posted by [mirek](#) on Tue, 28 Mar 2006 15:56:45 GMT

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fudadmin wrote on Tue, 28 March 2006 10:27What Ctrl::Name() supposed to do? I think it's possible to get something useful about Ctrl's?

Name is more or less diagnostic tool - the purpose is to give some meaningful info about Ctrl. Included is classname obtained by RTTI, however, format of this is platform specific - I would not bet portability of my code on that.

Mirek

Subject: Re: GetType() ???

Posted by [mirek](#) on Tue, 28 Mar 2006 16:00:03 GMT

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jchaves13 wrote on Tue, 28 March 2006 10:44I have created a mechanism, with KeyHook(), that (like console apps) when the user hit <ENTER> key, the focus move to next ctrl, but in some ctrl (like DocEdit) I want ignore that action.

After post the question, I make some tests with HotKey() instead of KeyHook(), and get better results, for this case. But, I believe that is a good thinks know this.

Well, for such case I would recommend to use dynamic_cast, like

```
Ctrl *q = ....
if(dynamic_cast<DocEdit *>(q)) {
    // ... q is (or is derived from) DocEdit
}
```

Anyway, U++ keyboard routing is specifically designed in a way that should make similar tasks quite easy - that is perhaps why you have succeded with HotKey, that is the right way.

Mirek

Subject: Re: GetType() ???

Posted by [jchaves13](#) on Tue, 28 Mar 2006 16:00:22 GMT

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I see this option, but not found one way to extract the exact information, in one obtain:

10EditMinMax|4Date11ConvertDateE...

in other:

9EditField...

The information is present, then I supposed that can get then by a function.

Thanks.

Subject: Re: GetType() ???

Posted by [mirek](#) on Tue, 28 Mar 2006 16:12:26 GMT

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jchaves13 wrote on Tue, 28 March 2006 11:00I see this option, but not found one way to extract the exact information, in one obtain:

10EditMinMax|4Date11ConvertDateE...

in other:

9EditField...

The information is present, then I supposed that can get then by a function.

Thanks.

Now I am confused What you are trying to do? Use Ctrl::Name()? (Don't!) What is bad about dynamic_cast approach, if you insist not using normal key routing?

Mirek

Subject: Re: GetType() ???

Posted by [jchaves13](#) on Tue, 28 Mar 2006 16:23:37 GMT

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[quote title=luzr wrote on Tue, 28 March 2006 13:00]jchaves13 wrote on Tue, 28 March 2006 10:44

Anyway, U++ keyboard routing is specifically designed in a way that should make similar tasks quite easy

Mirek

Yes, Qt is very good and very powerfull, but some tasks that I heave tried in Qt (and Gtk) at last 4 years, in 2 weeks with U++, I have obtain better results.

Thanks.

Subject: Re: GetType() ???

Posted by [jchaves13](#) on Tue, 28 Mar 2006 16:40:03 GMT

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luzr wrote on Tue, 28 March 2006 13:12

Now I am confused What you are trying to do? Use Ctrl::Name()? (Don't!) What is bad about dynamic_cast approach, if you insist not using normal key routing?

Mirek

Sorry, the above message was to replay to fudadmin, about Name(), before the our message about dynamic_cast, but I have clicked "replay" instead "quote".
