Subject: BUG: DocEdit: undo/redo works on ReadOnly DocEdit
Posted by kohait00 on Mon, 10 May 2010 14:31:47 GMT
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this might be a bug, change to

CtrlLib/Text.cpp:634

```
void TextCtrl::StdBar(Bar& menu) {
 NextUndo();
 if(undosteps) {
  menu.Add(/*IsEditable() && */undo.GetCount(), t_("Undo"), THISBACK(Undo))
   .Key(K_ALT_BACKSPACE)
   .Key(K_CTRL_Z);
  menu.Add(/*IsEditable() && */redo.GetCount(), t_("Redo"), THISBACK(Redo))
   .Key(K_SHIFT|K_ALT_BACKSPACE)
   .Key(K_SHIFT_CTRL_Z);
  menu.Separator();
 }
```

removing comments ofcorse, this is to show where the change is

Subject: Re: BUG: DocEdit: undo/redo works on ReadOnly DocEdit
Posted by mirek on Wed, 12 May 2010 08:53:21 GMT
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Thanks.

Mirek