Subject: Limited EditString...- MaxChars [SOLVED AND FIXED...]
Posted by fudadmin on Mon, 03 Apr 2006 14:11:15 GMT
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Quote:1. I desire my user do not enter more than 25 character in the editName widget. It is not enough that a pink colour appear. I desire that the widget refuse to write any character further the 25th. Is there such limitation?

not very elegant solution but works:

```
class EditStringLim : public EditString {
 String str;
public:
typedef EditStringLim CLASSNAME;
void OnMax();
 EditStringLim();
 ~EditStringLim() {;}
};

void EditStringLim::OnMax(){
 if (GetLength()>=maxlen){  //bad! but if you make only >maxlen the value becomes <error ...
  SetData(str);
  SetSelection(maxlen, maxlen); //to avoid "selected all"
 }
 else
  str = GetData().ToString(); //.Left(maxlen);
}

EditStringLim::EditStringLim(){
 WhenAction=THISBACK(OnMax);
}
```

Any ideas how to make better?

Edit:
P.S. if you want to use your custom widgets with *.iml - paste or include them above
#define LAYOUTFILE "*.lay"

Subject: Re: Limited EditString...
Posted by mirek on Mon, 03 Apr 2006 14:38:51 GMT
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fudadmin wrote on Mon, 03 April 2006 10:11Quote:1. I desire my user do not enter more than 25 character in the editName widget. It is not enough that a pink colour appear. I desire that the widget refuse to write any character further the 25th. Is there such limitation?

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Well, I believe is that what forlano requests may not be desirable (at least, such limiting editing is very annoying in practice).

Mirek

Subject: Re: Limited EditString...
Posted by fudadmin on Mon, 03 Apr 2006 14:53:17 GMT
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Quote:Well, I believe is that what forlano requests may not be desirable (at least, such limiting editing is very annoying in practice).

In my opinion, it is very annoying the authoritarian approach of U++ to user tastes, when some worldwide used features are exluded...

Subject: Re: Limited EditString...
Posted by mirek on Mon, 03 Apr 2006 15:29:16 GMT
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Ok, ok... Puttin' to ToDo...

Mirek

Subject: Re: Limited EditString...
Posted by fudadmin on Mon, 03 Apr 2006 15:49:34 GMT
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luzr wrote on Mon, 03 April 2006 16:29fudadmin wrote on Mon, 03 April 2006 10:53Quote:Well, I believe is that what forlano requests may not be desirable (at least, such limiting editing is very annoying in practice).

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Sorry about that... There's no rush. But I imagine how U++ users-programmers are frustrated when they waste time and they can't find what they had been used to...

Subject: Re: Limited EditString...
Posted by forlano on Mon, 03 Apr 2006 19:02:12 GMT
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fudadmin wrote on Mon, 03 April 2006 17:49luzr wrote on Mon, 03 April 2006 16:29fudadmin wrote on Mon, 03 April 2006 10:53Quote:Well, I believe is that what forlano requests may not be desirable (at least, such limiting editing is very annoying in practice).

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To say the truth I found such option in many tools that are from far below U++ for power and widget richness. From other side the designer permits to limit the lenght of the string. I supposed that when this limit was reached no other imput was possibile... maybe some 'beep' is not bad to attract the attention of the user in this case. Instead now the user can continue to write and overcome the limit without problem. This is very annoying because when he realize the mistake he must delete the excedeed characters. To avoid the same experience he must keep his sight costantly on the screen to stop at the pink colour (... and delete one character). This way to proceed in my modest opinion is time consuming and not very friendly.
Thanks for the attention.
Luigi

Subject: Re: Limited EditString...
Posted by mirek on Mon, 03 Apr 2006 19:31:35 GMT
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Thanks for the attention.
Luigi

I think I owe you explanation - as it is designed now, it is not only about pink color (actually, that is

recent month addition per users request). I agree that pink color is not enough.

However, there is usually a moment in GUI dialog lifetime when users acknowledges editations (usually by pressing OK butten). For that very moment there is an Accept method of TopWindow (it is automatically invoked if you bind OK button to your dialog using CtrlLayoutOKCancel). Accept method will, in case that there are any errors like this, stop the process and display error, setting focus to invalid widget.

Means while user is allowed to exceed EditString length for editational purposes, he is not allowed to accept invalid value (send to further processing).

Mirek

Subject: Re: Limited EditString...
Posted by mirek on Wed, 05 Apr 2006 07:54:24 GMT
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fudadmin wrote on Mon, 03 April 2006 11:49luzr wrote on Mon, 03 April 2006 16:29fudadmin wrote on Mon, 03 April 2006 10:53Quote:Well, I believe is that what forlano requests may not be desirable (at least, such limiting editing is very annoying in practice).

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Added as "EditField::MaxChars".

(Available with next dev release...

Mirek

Subject: Re: Limited EditString...
Posted by forlano on Wed, 05 Apr 2006 13:10:43 GMT
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luzr wrote on Wed, 05 April 2006 09:54
Added as "EditField::MaxChars".

(Available with next dev release...

Mirek

Thank you very much!
Luigi
