Subject: why not StaticText::SetData != StaticText::SetText
Posted by kohait00 on Fri, 03 Dec 2010 10:29:57 GMT
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hi guys

StaticText and Label have empty GetData() / SetData()
and one cant set the text trough them. but it'd be great
is there a reason why?

wo why not mapping GetData / SetData to GetText / SetText
i.e.:

virtual void SetData(const Value& v) { SetText(AsString(v)); }
virtual Value GetData() const { return GetText(); }

note the conversion above, to surely be able to display everyting..

or do StaticText / Label have special implications in terms of Ctrl usage?

i know of DataPusher, which is sort of sth like the same, isn't it?
but for StaticText Label, it'd be really great as well

Subject: Re: why not StaticText::SetData != StaticText::SetText
Posted by koldo on Fri, 03 Dec 2010 10:56:11 GMT
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I agree.

Subject: Re: why not StaticText::SetData != StaticText::SetText
Posted by kohait00 on Fri, 03 Dec 2010 11:09:51 GMT
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i asked mirek once for ProgressIndicator...
 http://www.ultimatepp.org/forum/index.php?t=msg&goto=293 35&#msg_29335

hi response is sort of logical,
Quote:
Not quite sure it is completely right:

ProgressIndicator is kind of static value - user cannot change it. So far the policy was that only
widgets that are editable have Value.

The reason is that if you want to store all user supplied values in the dialog, you can simply go

through all widgets and store the value if it is not Value::Void - that indicates that the widget does not have associated value.

but i'd prefer to have them all be accessible via the GetSetData as well, and in case of restoring sth..just make sure that exceptions are reinitialized well after restoring..

Subject: Re: why not StaticText::SetData != StaticText::SetText
Posted by mirek on Fri, 03 Dec 2010 12:54:11 GMT
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I am sorry, but my "sort of logical" explanation still stands

SetData = SetText for Label would result in problems with "mass" processing.

All in all, it would even mean breaking the code compatibility.

Mirek

Subject: Re: why not StaticText::SetData != StaticText::SetText
Posted by kohait00 on Fri, 03 Dec 2010 13:12:10 GMT
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got it...
what 'mass' processing?

Subject: Re: why not StaticText::SetData != StaticText::SetText
Posted by mirek on Sat, 04 Dec 2010 15:15:18 GMT
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kohait00 wrote on Fri, 03 December 2010 08:12got it...
what 'mass' processing?

E.g. storing the content of dialog to disk using its Serialize...

Or creating backup for Cancel.