
Subject: Own TimeInput widget.... problem with spinbuttons etc.

Posted by [Wolfgang](#) on Thu, 01 Dec 2011 15:12:16 GMT

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Hi, I try to create a own widget (just to learn)...

This is what I've done until now:

```
#ifndef _Countdown_TimeInput_h_
#define _Countdown_TimeInput_h_
```

```
class TimeInput : public EditString
{
public:
/*
virtual void Paint(Draw& w) {

    w.DrawRect(RectC(1,1,5,5), Blue());
    w.DrawText(0,0,GetText().ToString(),StdFont(),DefaultInk);
}
*/
```

```
TimeInput::TimeInput()
```

```
{
    Init();
}
```

```
void TimeInput::Init()
```

```
{
    SpinButtons sb;
    sb.inc.WhenAction = THISBACK(increaseMin);
    sb.dec.WhenAction = THISBACK(decreaseMin);
/*
    AddFrame(mySpin);
*/
}
```

```
Value Format(const Value& q) const
```

```
{
    String mq = q.ToString();
    String rt = "";
    int sep = mq.Find(':');
    if (sep < 0)
    { /* no : */
        int x = StrInt(mq);
        if (x < 0 || x > 23) return "00:00";
        if (mq.GetLength() == 1)
        {
            rt << "0" << mq << ":00";
            return rt;
        }
    }
}
```

```

    rt << mq << ":00";
    return rt;
}
String x1 = mq.Mid(0,sep);
String x2 = mq.Mid(sep);
while ((sep = x1.Find(':')) != -1) x1.Remove(sep);
while ((sep = x2.Find(':')) != -1) x2.Remove(sep);

int hrs = StrInt(x1);
int min = StrInt(x2);
if (hrs < 0 || hrs > 23) hrs = 0;
if (min < 0 || min > 59) min = 0;
if (hrs < 10) rt << "0";
rt << IntStr(hrs) << ":";
if (min < 10) rt << "0";
rt << IntStr(min);
return rt;
}
int Filter(int chr) const
{ /* only accept digits and ':' */
    if(IsDigit(chr) || chr == ':') return chr;
    return 0;
}
void increaseMin(int x=1)
{
    //text.ToString()
    //GetData().ToString()
    if (x<1 || x>59) return; // no action
    int sep;
    String content = GetData().ToString();
    if (content.GetLength() < 5 || (sep = content.Find(':',0)) < 0)
    {
        if (x<10) {
            content = "00:0";
            content << IntStr(x);
        } else
        {
            content = "00:";
            content = IntStr(x);
        }
        SetText(content);
        return;
    } else
    {
        int hour = StrInt(content.Mid(0,sep));
        int min = StrInt(content.Mid(sep+1)) + x;
        if (min > 59)
        {

```

```

    min -= 60;
    if (++hour>23) hour = 0;
}
setNewTime(hour,min);
return;
}
}
void decreaseMin(int x=1)
{
    //text.ToString()
    //GetData().ToString()
    if (x<1 || x>59) return; // no action
    int sep;
    String content = GetData().ToString();
    if (content.GetLength() < 5 || (sep = content.Find(':',0)) < 0)
    {
        x = 60-x;
        if (x<10) {
            content = "23:0";
            content << IntStr(x);
        } else
        {
            content = "23:";
            content << IntStr(x);
        }
        SetText(content);
        return;
    } else
    {
        int hour = StrInt(content.Mid(0,sep));
        int min = StrInt(content.Mid(sep+1)) - x;
        if (min < 0)
        {
            min = 60+min;
            if (--hour<0) hour = 23;
        }
        setNewTime(hour,min);
        return;
    }
}
void increaseHour(int x=1)
{
    //text.ToString()
    //GetData().ToString()
    if (x<1 || x>24) return; // no action
    int sep;
    String content = GetData().ToString();
    if (content.GetLength() < 5 || (sep = content.Find(':',0)) < 0)

```

```

{
    if (x<10) {
        content = "0";
        content << IntStr(x);
    } else content = IntStr(x);
    content << ":00";
    SetText(content);
    return;
} else
{
    int hour = StrInt(content.Mid(0,sep)) + x;
    int min = StrInt(content.Mid(sep+1));
    while (hour > 23) hour -= 24;
    setNewTime(hour,min);
    return;
}
}
void decreaseHour(int x=1)
{
    //text.ToString()
    //GetData().ToString()
    if (x<1 || x>24) return; // no action
    int sep;
    String content = GetData().ToString();
    if (content.GetLength() < 5 || (sep = content.Find(':',0)) < 0)
    {
        x = 24 - x;
        if (x<10) {
            content = "0";
            content << IntStr(x) << ":00";
        } else
        {
            content = IntStr(x);
            content << ":00";
        }
        SetText(content);
        return;
    } else
    {
        int hour = StrInt(content.Mid(0,sep)) - x;
        int min = StrInt(content.Mid(sep+1));
        if (hour<0) hour += 24;
        setNewTime(hour,min);
        return;
    }
}
protected:
void setNewTime(int& hour, int& min)

```

```
{
    String content;
    if (hour < 10) content << "0";
    content << IntStr(hour) << ":";
    if (min < 10) content << "0";
    content << IntStr(min);
    SetText(content);
}
};
typedef TimeInput EditTimeHM;

#endif
```

But in the void TimeInput::Init() part all fails...

Quote:TimeInput.h(22) : error C2039: 'increaseMin' : is not a member of 'Upp::EditField' ...

Whats wrong?

Hope someone will help me..

Subject: Re: Own TimeInput widget.... problem with spinbuttons etc.

Posted by [koldo](#) on Thu, 01 Dec 2011 17:40:03 GMT

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Hello Wolfgang

A couple of things:

- Include typedef TimeInput CLASSNAME; in the class.
- Include this:

```
sb.inc.WhenAction = THISBACK1(increaseMin, 1);
```

```
sb.dec.WhenAction = THISBACK1(decreaseMin, 1);
```

As both functions get one argument, you have to give it. It does not understand default args.

Subject: Re: Own TimeInput widget.... problem with spinbuttons etc.

Posted by [Wolfgang](#) on Fri, 02 Dec 2011 10:17:03 GMT

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Thank you very much, now it works!
