Posted by nejnadusho on Mon, 15 Oct 2012 15:19:06 GMT

Hi there,

I am trying to achieve a pre-fill input textBox like the one in the picture at the bottom.

I could not find such function. Is there one?

So for that I just put a label inside the input textBox/EditField and I want to make it disappear whenever someone focuses on it and appear whenever looses focus.

For that I am attempting the following but it does not work.


```
SProject::SProject()
{
 CtrlLayout(*this, "Window title");
 Sizeable().Zoomable();

    //LogInTxtBox is the EditField tool name
 if (LogInTxtBox.FocusCtrl()){HideBoxText();}

    //or
    LogInTxtBox.Focus() <<= THISBACK(HideBoxText);
}

void SProject::HideBoxText(){
 usernameBox.SetLabel("");
}
```
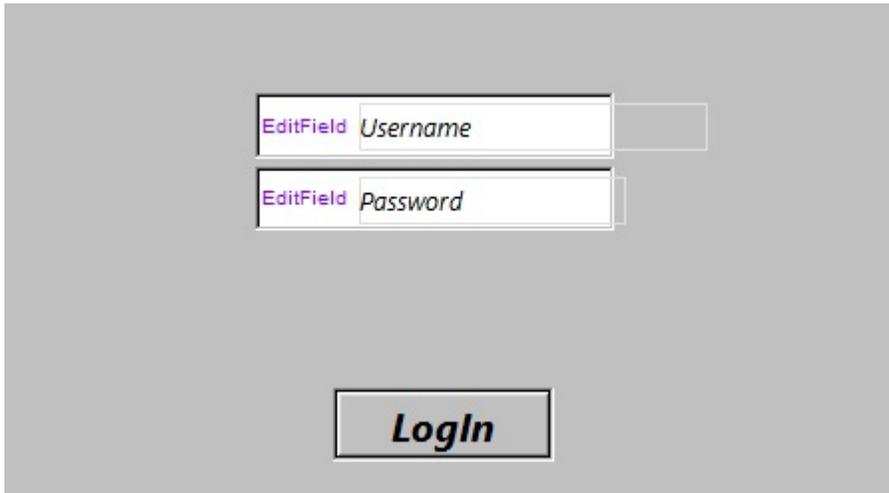

And BTW is the EditField the right tool to use for an inputBox?
How can I extract the input text from an EditField?

Thank you a lot.

nejnio

File Attachments
1) logIn.jpg, downloaded 500 times

Subject: Re: EditField.onFocus Event ?!?!?!
Posted by dolik.rce on Mon, 15 Oct 2012 17:38:44 GMT

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Hi nejnio

Judging by your description and your pictures, I believe that you are trying to achieve something that is already implemented in all the EditField based widgets

Have a look at the NullText() method. In your case, put something like this in a constructor:LogInTxtBox.NullText("Username");Now you can forgot about hiding and showing the labels and the widget will paint it all for you for free. Is this the functionality you were looking for?

Best regards,
Honza

Subject: Re: EditField.onFocus Event ?!?!?!
Posted by nejnadusho on Tue, 16 Oct 2012 01:24:48 GMT

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Honza,

You rock!

wow I killed crazy amount of hours to think on this simple problem.

Thank you very much once again.

Best,

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nejnio