
Subject: Custom check for EditIntXxxx controls
Posted by [Mindtraveller](#) on Tue, 16 Oct 2012 11:32:20 GMT
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Hello! Sorry if my question is noobish, but I failed to find how to achieve what I need - add "checking ability" to a number of different controls (like EditIntSpin). This means that when user edits the value, the control is coloured red if value is inappropriate (with some calculations involving program logic from different classes).

If I instantiate my own classes from EditIntSpin and etc. - how could I switch control to "red" mode? Is there any better ways to achieve it not creating additional classes?

Thanks in advance!

Subject: Re: Custom check for EditIntXxxx controls
Posted by [dolik.rce](#) on Tue, 16 Oct 2012 13:09:41 GMT
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Hi Pavel,

Edit*Spin ctrls are unfortunately not templates, so I'm afraid it is not really simple to "inject" them with custom value checking code (aside from the default min/max/notNull constraints).

For Edit* ctrls, you can achieve this simply by writing custom Convert based class and declare the type using typedef. E.g. for EditInt with your custom logic: `typedef EditValue<int, MyConvert> MyEditInt;` The input will be marked as invalid if your MyConvert class returns ErrorValue (see docs and/or Core/Convert.h). If you also want the spin buttons, you'll probably have to add them yourself, but it should be easy if you follow the code in original EditIntSpin class.

Best regards,
Honza

Subject: Re: Custom check for EditIntXxxx controls
Posted by [dolik.rce](#) on Tue, 16 Oct 2012 16:39:49 GMT
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I couldn't resist I just had to try to implement the templated version of *Spin ctrls. I proposed it to Mirek for inclusion into CtrlLib, you can see it here: <http://www.ultimatepp.org/redmine/issues/336> and of course, you can use it even if Mirek deems it unusable for U++...

Honza

Subject: Re: Custom check for EditIntXxxx controls

Posted by [mirek](#) on Fri, 19 Oct 2012 10:44:22 GMT

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Generic WithSpin template now available...

Mirek

Subject: Re: Custom check for EditIntXxxx controls

Posted by [Mindtraveller](#) on Thu, 25 Oct 2012 06:02:42 GMT

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OK, finally a little report on results.

Sorry to say that `ErrorValue` doesn't work very well here. This happens due to the fact it doesn't convert too well into integer value. So you may return `ErrorValue(FormatInt(...))` and it will work. But when user presses (inc) or (dec) spin buttons, the value is immediately switched to `-INT_MAX`, and there is no way to change this behaviour from user code.

Concluding my experiments, the best way to make control customly checkable is this:

- 1) Derive `MyCustomConvert` from one of `Convert` classes (e.g. `ConvertInt`). Make any checks in there.
 - 2) For `MyCustomConvert` provide reference to target `EditField` derived class. `MyCustomConvert` clears/sets error state with `EditField::Error()`.
 - 3) Use any `Edit***` controls and set your `MyCustomConvert` with `EditField::SetConvert` function() providing reference to your `Edit***` control.
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