Subject: Should EditField::Paint respect IsEditable method??? Posted by Klugier on Sun, 31 Mar 2013 22:44:32 GMT

View Forum Message <> Reply to Message

Hello,

I have noticed that EditField::Paint dosen't use textdisabled style variable after I called method SetEditable(false) on my EditField. Personally, I think it should be default behavior for this widget. Of course, I can be wrong and this behavior is intentional.

I have written simply patch (CtrlLib/EditField.cpp - line 289):

```
void EditField::Paint(Draw& w)
Size sz = GetSize();
bool enabled = IsShowEnabled():
Color paper = enabled && !IsReadOnly() ? (HasFocus() ? style->focus : style->paper) :
style->disabled;
if(nobg)
       paper = Null;
Color ink = enabled && !IsReadOnly() ? style->text : style->textdisabled; // <- This line
}
```

I have enclosed demonstrative images.

Befor:

After:

## P.S

I have found the easy solution. I need to call other method on EditField insted of SetEditable. It is SetEnable method. At the end, I would like to enclose sample code:

editField.SetEnable(false);

It works exactly as I want.

Sincerely, Klugier

## File Attachments

- 1) befor.png, downloaded 883 times
- 2) after.png, downloaded 1117 times

Subject: Re: Should EditField::Paint respect IsEditable method??? Posted by mirek on Tue, 16 Apr 2013 17:48:00 GMT

View Forum Message <> Reply to Message

Well, it all is because there is difference between "disabled" and "readonly".

In disabled state, widget is completely inactive. In read-only state, you cannot change its value, but you can e.g. copy text from it or scroll content.

Visuals are trying to express this fact.

Mirek