Subject: Should EditField::Paint respect IsEditable method???
Posted by Klugier on Sun, 31 Mar 2013 22:44:32 GMT
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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 707 times
2) after.png, downloaded 922 times

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