
Subject: size of S_XXX struct members

Posted by [Alboni](#) on Mon, 30 Dec 2013 14:53:15 GMT

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I problem im running into a lot is users entering strings that are longer than defined in the sql tables.

for example if I have a .sch file like

```
TABLE_ (PAYMENT_METHOD)
```

```
INT_ (PM_ID) PRIMARY_KEY UNIQUE AUTO_INCREMENT
```

```
STRING_ (PM_DESCRIPTION, 30)
```

```
END_TABLE
```

and a user enters a description of 35 characters, then the sql insert fails with an error message that the value for PM_DESCRIPTION is too long.

I know I can use `EditString::MaxLen(30)` to limit the input, but that means entering the length of the field in 2 places.

So, can I do something like:

```
dialog.pm_description.MaxLen(sizeof(S_PAYMENT_METHOD::PM_DESCRIPTION));
```

`dialog.pm_description` being the `EditString` for editing the field for editing `PM_DESCRIPTION` in the `PAYMENT_METHOD` table.

I know `sizeof()` won't work here, but what will?

Subject: Re: size of S_XXX struct members

Posted by [mirek](#) on Mon, 06 Jan 2014 15:06:45 GMT

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Right now, it is unfortunately not possible, but it is reasonable request that could be relatively easily implemented - RM task added:

<http://www.ultimatepp.org/redmine/issues/630>

Mirek

Subject: Re: size of S_XXX struct members

Posted by [Didier](#) on Mon, 06 Jan 2014 18:28:37 GMT

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Message deleted ==> I replied the wrong message

Subject: Re: size of S_XXX struct members
Posted by [Alboni](#) on Tue, 07 Jan 2014 21:53:29 GMT
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Being able to do something like this would be grand also:

```
S_PAYMENT_METHOD rec;
int n=rec.GetCount();
for (int i=0; i<n; i++)
{
    switch (rec[i].type)
    {
        case S_INT: DoSomethingWithAnInt(rec[i].Value, rec[i].MaxLength); break;
        case S_STRING: DoSomethingWithAnString(rec[i].Value, rec[i].MaxLength); break;
        .....
    }
}
```

Subject: Re: size of S_XXX struct members
Posted by [mirek](#) on Wed, 08 Jan 2014 11:05:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alboni wrote on Tue, 07 January 2014 16:53 Being able to do something like this would be grand also:

```
S_PAYMENT_METHOD rec;
int n=rec.GetCount();
for (int i=0; i<n; i++)
{
    switch (rec[i].type)
    {
        case S_INT: DoSomethingWithAnInt(rec[i].Value, rec[i].MaxLength); break;
        case S_STRING: DoSomethingWithAnString(rec[i].Value, rec[i].MaxLength); break;
        .....
    }
}
```

This is actually already possible; rec has GetRef method and Ref has GetType or even Is<> methods...

Mirek

Subject: Re: size of S_XXX struct members
Posted by [mirek](#) on Fri, 10 Jan 2014 13:42:01 GMT
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S_type::GetWidth implemented.

Mirek

Subject: Re: size of S_XXX struct members
Posted by [Alboni](#) on Fri, 10 Jan 2014 13:48:03 GMT
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Cool! That was quick.

Thanks!

Subject: Re: size of S_XXX struct members
Posted by [Alboni](#) on Fri, 10 Jan 2014 13:57:40 GMT
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Would it be an idea to automatically set the maximum length of EditString controls used in combination with SqlCtrls?

Makes sense to me....

Subject: Re: size of S_XXX struct members
Posted by [mirek](#) on Fri, 10 Jan 2014 14:35:21 GMT
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Alboni wrote on Fri, 10 January 2014 08:57 Would it be an idea to automatically set the maximum length of EditString controls used in combination with SqlCtrls?

Makes sense to me....

SqlCtrls are not quite bound to specific table....

(But generally, yes).

Subject: Re: size of S_XXX struct members
Posted by [Alboni](#) on Tue, 28 Jan 2014 13:34:07 GMT
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I think it would be awfully handy if those new functions were static.

Subject: Re: size of S_XXX struct members
Posted by [mirek](#) on Tue, 28 Jan 2014 19:13:50 GMT
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You are right, done.
