
Subject: How to use caret / caretCtrl in a custom control [SOLVED]

Posted by [slashupp](#) on Wed, 09 Jul 2014 18:40:09 GMT

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I'm buiding a custom control "from scratch" and want to have a caret in it.
I don't want to re-invent the wheel and would rather make use of the existing code for using the caret in a control, so what do I need to do to make use of the caret / caretCtrl that already exists?

(I tried to follow what the existing 'edit'-type controls do, but the code is all over the place and the logic is hard to decipher.)

Edit - Solved:

It's as simple as just calling SetCaret(..) - with _valid_ values :)

(I was looking for complexity where there wasn't any - I should have learned by now that most things in upp is simple & easy :blush:)

Subject: Re: How to use caret / caretCtrl in a custom control

Posted by [BioBytes](#) on Wed, 09 Jul 2014 19:36:25 GMT

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Hi Slashupp,

Why not having derivatized your custom control from UPP Ctrl object to keep features like caret and so on...? :)

Cheers

Biobytes

Subject: Re: How to use caret / caretCtrl in a custom control

Posted by [slashupp](#) on Wed, 09 Jul 2014 19:51:04 GMT

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My custom controls descend from Ctrl:

```
struct MyControl : public Ctrl
{
    Point MyCursor; //keeps track of insertion point, so can be used to position the caret
    ...
    void Paint(Draw &drw)
    {
        ..drw.Draw_all_kinds_of_stuff(..);
    }
};
```

.. so the caret functions are available I just can't figure out how to apply/use them.

Subject: Re: How to use caret / caretCtrl in a custom control

Posted by [BioBytes](#) on Fri, 11 Jul 2014 19:45:43 GMT

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Hello Slashupp,

Sorry for late reply due to be busy IRL.

Ctrl object has SetCaret function:

```
void SetCaret(int x, int y, int cx, int cy)
```

or

```
void SetCaret(const Rect& r)
```

void KillCaret() destroys the caret Inside the control.

Hope this is helpful :p

Regards

Biobytes
