Subject: How to add a currency symbol to an EditDoubleSpin?
Posted by frozen on Sat, 25 Oct 2014 13:13:59 GMT

Hello,

is there any reliable way to add an currency symbol inside an EditDoubleSpin?

I used
.Pattern ("%2,!n€")
until now and it worked as desired (showing the currency symbol while using the double-value in calculations and still being able to use the spins).
But now it fails, stating the number is not valid. As soon as I remove the currency symbol it works again.

I am on a new setup with Windows 7 and using U++ 7821.

I tried to use Convert but also failed..

Thanks for any advice!

Kind regards,

frozen

Subject: Re: How to add a currency symbol to an EditDoubleSpin?
Posted by mirek on Wed, 29 Oct 2014 15:47:38 GMT

Well, it looks like there was a conflicting bug/feature fix, with other users demanding that extra unrecognized characters should result it error value ("12-12" case).

Anyway, I have fixed ConvertDouble so that if pattern is used, input is filtered to remove any characters that would be breaking the rule. Means your code should work again.

Mirek