Subject: Action on exit from an EditString field
Posted by Giorgio on Wed, 02 Sep 2015 08:30:55 GMT
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Hi there,
I need to execute an action when I exit from an EditString field. I found in the forum something, but - you know - I am a noob and need some further explanation. So, I wrote this message http://www.ultimatepp.org/forums/index.php?t=msg&th=4559 &goto=45067&#msg_45067 on a thread related to my question. To date I had no response, maybe because is a really dumb question. Could someone give me a hint?
Regards,
Giorgio

Subject: Re: Action on exit from an EditString field
Posted by Sender Ghost on Wed, 02 Sep 2015 13:46:06 GMT
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Hello, Giorgio.

Giorgio wrote on Wed, 02 September 2015 08:30I need to execute an action when I exit from an EditString field.
According to the mentioned topic, you could override LostFocus virtual function or just use proposed C++ template(s), e.g.:
// Create an object of EditString with WithLostFocus template
WithLostFocus<EditString> text;
// Assign some function to WhenLostFocus callback
text.WhenLostFocus = callback1(PromptOK, "LostFocus");

The more complete example follows:
Toggle example#include <CtrlLib/CtrlLib.h>

```
using namespace Upp;

template <class T>
struct WithFocusCallbacks : public T {
 Callback WhenGotFocus, WhenLostFocus;

 virtual void GotFocus() {
  T::GotFocus();
  WhenGotFocus();
 }

 virtual void LostFocus() {
  T::LostFocus();
  WhenLostFocus();
 }
```

```
};

class App : public TopWindow {
public:
 typedef App CLASSNAME;
 App();

 WithFocusCallbacks<EditString> text;
 EditString otherText;

 void ChangeNullText(const String& data);
};

App::App()
{
 Title("Focus callbacks example");
 CenterScreen().MinimizeBox().Sizeable();
 const Size sz(320, 240);
 SetRect(sz); SetMinSize(sz);

 text.WhenGotFocus = THISBACK1(ChangeNullText, "GotFocus");
 text.WhenLostFocus = THISBACK1(ChangeNullText, "LostFocus");

 Add(text.TopPosZ(4, 19).HSizePosZ(4, 4));
 Add(otherText.TopPosZ(27, 19).HSizePosZ(4, 4));
}

void App::ChangeNullText(const String& data)
{
 static int count = 0;
 text.NullText(Format("%s (%d)", data, ++count));
}

GUI_APP_MAIN
{
 App app;
 app.Run();
}
```

Subject: Re: Action on exit from an EditString field
Posted by Giorgio on Thu, 03 Sep 2015 10:21:29 GMT
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Hi Ghost,
thank you for your reply. Your example was indeed detailed and I got it working. I also got to extend a window on my own application. The only problem is that I can reproduce the example

when I build the window layout by myself, but I do not know how to add it to a window designed with the designer. I tried to add it using the "user class" function, but it throws an error when compiling. I tried also to use the instruction Add but I do not see the control in the window.
Regards,
Giorgio

--- Edit ---
Well, I did it, it was not so difficult :blush: