
Subject: display file data and picking a line
Posted by [nneilson](#) on Sun, 15 May 2016 08:42:53 GMT
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Function opening a text file then picking and working with line data.

I have an app that can open files and draw lines from lat,lon points. Replay gps tracking with lat,lon points, etc.

But I would like to be able to open a text file in a window other than the dlglay then pick a line that has a description and lat,lon coordinates. The lat,lon position can be fed into existing code to change the view position in a 3D globe app (NASA wwj)

Actually displaying a text file and picking a line to feed the data with a upp app I have not done that before.

Is there an example, bazarr, reference, tutorial or whatever that may help with this?

Any help would be appreciated.

Neil

edit: what I do now is open a file, copy the lat,lon and paste that into a upp edit field in an upp app.
I would like to eliminate the copy and paste.

Subject: Re: display file data and picking a line
Posted by [Lance](#) on Sun, 15 May 2016 13:11:46 GMT
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```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class test : public TopWindow {  
public:  
    typedef test CLASSNAME;  
    test(){  
        FileStream fs("Main.cpp", BlockStream::READ);
```

```
Add(lbl.SetLabel("Some Text To Begin With").TopPos(2).HSizePos());
```

```
edit.Load(fs);  
edit.WhenSel = THISBACK(UpdateCoords);  
Add(edit.HSizePos().VSizePos(20));
```

```
curln=-1;  
}
```

```
void UpdateCoords(){  
int ln=edit.GetCursorLine();  
if(ln != curln)  
{  
  
lbl.SetLabel(edit.GetEncodedLine(ln));  
curln = ln;  
}  
}
```

```
Label lbl;  
LineEdit edit;  
int curln;  
};
```

```
GUI_APP_MAIN  
{  
test().Run();  
}
```

Note WhenSel is not called when the control is initially displayed. You can add a little code to cope with the situation.

Subject: Re: display file data and picking a line
Posted by [nneilson](#) on Sun, 15 May 2016 18:05:41 GMT
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Thanks Lance

I will see what I can do with that.
