Subject: Does SetStyle needs a refresh ?
Posted by kbyte on Wed, 09 Jul 2008 18:44:16 GMT
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Hi all,
I download today the latest version of Upp and I have to adapt my app code, basically on SetBkColor calls. Now, I thing we showld use the SetStyle. Well, In a form I want to change the bk of the edit field where the user enters text (OnChange event). I have this code:

```
void X::OnChangeEditBox(void) //Called from on change event
{
   EditField * pEdit=dynamic_cast<EditField*> (GetLastCtrl());
   edits=EditField::StyleDefault();
   edits.paper=Yellow();
   pEdit->SetStyle(edits);
}
```

Then when I try it I write text on the edit boxes but bkground only get yellow when the Edit box loose the focus and not while I write text to it.

Any help?

Thanks

Kim

Subject: Re: SetStyle needs a refresh ?
Posted by kbyte on Wed, 09 Jul 2008 19:13:13 GMT
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Also, If focus returns to the yellow backgrounf editfiled, its background is painted with the windows default color and the yellow color only appers when it looses focus again.
What I am doing in the wrong way?

With SetBkColor it worked very fine

Thank you

Kim

Subject: Re: SetStyle needs a refresh ?
Posted by mrjt on Thu, 10 Jul 2008 09:15:25 GMT

The EditField style has a different colour for focus/unfocused. It was actually me that added it so that I could do exactly what I think you are trying to do (highlight the currently focused EditField).

This has the advantage that you can set it for every EditField in your app with one line:
EditField::StyleDefault().Write().focus = Yellow();
But if you really want to only change the colour when a field has text in it then this works:

```
void CtrlLibTest::OnEdit(EditField *ctrl)
{
 static EditField::Style s = EditField::StyleDefault();
 s.focus = Yellow();
 ctrl->SetStyle(ctrl->GetLength() ? s : EditField::StyleDefault());
}
```

Incidentally, you can avoid the need for a dynamic cast by setting the callback to this function with the ctrl as a parameter:

```
edit1 <<= THISBACK1(OnEdit, &edit1);
edit2 <<= THISBACK1(OnEdit, &edit2);
...etc
```

Hope that helps!

Subject: Re: Does SetStyle needs a refresh ?
Posted by kbyte on Thu, 10 Jul 2008 10:15:43 GMT

Hi, I just want to show to the user that he or she has changed the contents of a form and it need to be saved. So I want to paint edit boxes with yellow color when it contents has changed and after pushing save button I want to paint them with the default windows xp color for the background.

By using the SetStyle method I saw two problems:
1. When user is typing text the backgound remains with the default color and not yellow. Only When loose focus occurs it is painted with yellow color. What I want if "real-time " painting while user is typing and not only when lost focus happens.

2. Suppose a form with 2 edit boxes. I type text on the first and it doesnt changed the color (see 1.). When I pass focus to the second edit it becomes yellow. But If I put focus on the first edit box again it is painted with default color again while editing. It seems that while the focus is in the widget no backcolor is applied.

I liked this (your) code to avoid cast

```
edit1 <<= THISBACK1(OnEdit, &edit1);
edit2 <<= THISBACK1(OnEdit, &edit2);
```

Sorry, If your source code and ideas solve this, but only at night I can try it on the other computer. This one still has the 2007 version of Upp.

Thanks

Kim

Subject: Re: Does SetStyle needs a refresh ?
Posted by mrjt on Thu, 10 Jul 2008 10:27:04 GMT
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I obviously wasn't very clear . The basic problem was that you were stting Style::paper, if you set Style::focus instead/as well it will work.

Subject: Re: Does SetStyle needs a refresh ?
Posted by kbyte on Thu, 10 Jul 2008 22:45:53 GMT
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Ok, understood!

Kim
