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Subject: DropTime problem

Posted by [Tom1](#) on Mon, 15 Dec 2008 14:27:48 GMT

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Hi,

I'm using the DropTime control for entering time/date. I have set up the environment as follows.

```
SetDateScan("ymd");  
SetDateFormat("%1:04d-%2:02d-%3:02d");  
SetDateFilter("\a -./");
```

The date set in code or if selected from the calendar is correctly visualized e.g. for the current time as: "2008-12-15 16:20:55".

Now I'm trying to type in the desired date into the DropTime control, but it is impossible to feed the '-' character (hyphen/dash/minus/whatever) into the control. It seems, only . : and space work correctly as delimiters. I can't seem to find where the characters get filtered out. Help, anybody?

// Tom

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Subject: Re: DropTime problem

Posted by [Sender Ghost](#) on Mon, 15 Dec 2008 17:22:23 GMT

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Tom1 wrote on Mon, 15 December 2008 19:27Hi,

I'm using the DropTime control for entering time/date. I have set up the environment as follows.

```
SetDateScan("ymd");  
SetDateFormat("%1:04d-%2:02d-%3:02d");  
SetDateFilter("\a -./");
```

The date set in code or if selected from the calendar is correctly visualized e.g. for the current time as: "2008-12-15 16:20:55".

Now I'm trying to type in the desired date into the DropTime control, but it is impossible to feed the '-' character (hyphen/dash/minus/whatever) into the control. It seems, only . : and space work correctly as delimiters. I can't seem to find where the characters get filtered out. Help, anybody?

// Tom

Hello, Tom.

You can see ConvertTime in the "Core/Convert.cpp":

```
int ConvertTime::Filter(int chr) const
{
    if(IsDigit(chr) || chr == ' ' || chr == '.' || chr == ':')
        return chr;
    if(chr == ',')
        return '.';
    return 0;
}
```

DropTime using it in the EditTime:

```
typedef EditMinMax<Time, ConvertTime> EditTime;
```

```
DropTime::DropTime() : DateTimeCtrl<EditTime>(CalendarClock::MODE_TIME) {}
```

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Subject: Re: DropTime problem

Posted by [Tom1](#) on Tue, 16 Dec 2008 12:00:39 GMT

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Hi,

Thanks! Now here's a suggestion: Change code in Core/Convert.cpp as follows:

```
int ConvertTime::Filter(int chr) const
{
    if(IsDigit(chr) || chr == ' ' || chr == '.' || chr == ':')
        return chr;
    if(chr == ',')
        return '.';
    return CharFilterDate(chr);
}
```

Time is not only hh:mm:ss, but also contains date in some format. I assume the filter should therefore accept the current date filter characters too.

// Tom

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Subject: Re: DropTime problem

Tom1 wrote on Tue, 16 December 2008 17:00Hi,

Thanks! Now here's a suggestion: Change code in Core/Convert.cpp as follows:

```
int ConvertTime::Filter(int chr) const
{
    if(IsDigit(chr) || chr == ' ' || chr == '.' || chr == ':')
        return chr;
    if(chr == ',')
        return '.';
    return CharFilterDate(chr);
}
```

Time is not only hh:mm:ss, but also contains date in some format. I assume the filter should therefore accept the current date filter characters too.

// Tom

Why not use your implementation of DropTime widget ctrl? For example:

```
class MyConvertTime : public ConvertTime {
public:
    virtual int Filter(int chr) const
    {
        int c = CharFilterDate(chr);

        if (c != 0) return c;
        else return ConvertTime::Filter(chr);
    }
};
```

```
typedef EditMinMax<Time, MyConvertTime> MyEditTime;
```

```
class MyDropTime : public DateTimeCtrl<MyEditTime> {
public:
    MyDropTime();
    MyDropTime& SetTime(int y, int m, int d, int h, int n, int s);
    MyDropTime& Seconds(bool b = true) { DateTimeCtrl<MyEditTime>::Seconds(b);
    MyEditTime::Seconds(b); return *this; }
    MyDropTime& NoSeconds() { return Seconds(false); }
};
```

```
MyDropTime::MyDropTime() : DateTimeCtrl<MyEditTime>(CalendarClock::MODE_TIME)
{ }
```

```
MyDropTime& MyDropTime::SetTime(int y, int m, int d, int h, int n, int s)
{
    MyEditTime::SetData(Time(y, m, d, h, n, s));
    return *this;
}
```

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Subject: Re: DropTime problem  
Posted by [Tom1](#) on Tue, 16 Dec 2008 15:38:41 GMT  
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Although your workaround seems smart indeed, I prefer simply having it fixed in the Core, since then everybody using the control can have a working solution by default.

But thanks anyway!

// Tom

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Subject: Re: DropTime problem  
Posted by [Sender Ghost](#) on Tue, 16 Dec 2008 16:14:21 GMT  
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Tom1 wrote on Tue, 16 December 2008 20:38: Although your workaround seems smart indeed, I prefer simply having it fixed in the Core, since then everybody using the control can have a working solution by default.

But thanks anyway!

// Tom

I can suggest another more simple solution:

```
class ConvertDateTime : public ConvertTime
{
public:
    virtual int Filter(int chr) const
    {
        int c = CharFilterDate(chr);

        if (c != 0) return c;
        else return ConvertTime::Filter(chr);
    }
};
```

Then use ConvertDateTime with DropTime (e.g. dropTime) as follows:

```
dropTime.SetConvert(Single<ConvertDateTime>());
```

Also you can see SetFilter function of DropTime.

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Subject: Re: DropTime problem  
Posted by [mirek](#) on Thu, 18 Dec 2008 09:40:18 GMT  
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Hi,

sorry for the delay. I believe the correct Core fix is this:

```
int ConvertTime::Filter(int chr) const
{
    if(IsDigit(chr) || chr == ' ' || chr == '.' || chr == ':')
        return chr;
    if(chr == ',')
        return '.';
    return CharFilterDate(chr);
}
```

Please check...

Mirek

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Subject: Re: DropTime problem  
Posted by [Tom1](#) on Thu, 18 Dec 2008 10:29:44 GMT  
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Hi Mirek,

I used this solution and it worked for me, but I assume it's the correct fix more generally as well. I could not spot it on SVN yet, but I suppose you will commit it shortly.

Thanks and regards,

Tom

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Subject: Re: DropTime problem

Posted by [mirek](#) on Thu, 18 Dec 2008 10:36:34 GMT

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Tom1 wrote on Thu, 18 December 2008 05:29Hi Mirek,

I used this solution and it worked for me, but I assume it's the correct fix more generally as well. I could not spot it on SVN yet, but I suppose you will commit it shortly.

Thanks and regards,

Tom

There is 1 hour lag for svn mirror... (in other words, googlecode mirror gets updated each hour from the main svn repo).

Mirek

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