
Subject: Should EditField::Paint respect IsEditable method???

Posted by [Klugier](#) on Sun, 31 Mar 2013 22:44:32 GMT

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Hello,

I have noticed that EditField::Paint doesn't use textdisabled style variable after I called method SetEditable(false) on my EditField. Personally, I think it should be default behavior for this widget. Of course, I can be wrong and this behavior is intentional.

I have written simply patch (CtrlLib/EditField.cpp - line 289):

```
void EditField::Paint(Draw& w)
{
    Size sz = GetSize();
    bool enabled = IsShowEnabled();
    Color paper = enabled && !IsReadOnly() ? (HasFocus() ? style->focus : style->paper) :
style->disabled;
    if(nobg)
        paper = Null;
    Color ink = enabled && !IsReadOnly() ? style->text : style->textdisabled; // <- This line
    ...
}
```

I have enclosed demonstrative images.

Before:

After:

P.S

I have found the easy solution. I need to call other method on EditField instead of SetEditable. It is SetEnable method. At the end, I would like to enclose sample code:

```
editField.SetEnable(false);
```

It works exactly as I want.

Sincerely,
Klugier

File Attachments

1) [befor.png](#), downloaded 998 times

Remote access

IPv4:

Port:

2) [after.png](#), downloaded 1230 times

Remote access

IPv4:

Port:

Subject: Re: Should EditField::Paint respect IsEditable method???

Posted by [mirek](#) on Tue, 16 Apr 2013 17:48:00 GMT

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Well, it all is because there is difference between "disabled" and "readonly".

In disabled state, widget is completely inactive. In read-only state, you cannot change its value, but you can e.g. copy text from it or scroll content.

Visuals are trying to express this fact.

Mirek
