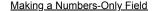
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livecode





It took me a bit to construct, and it's a combination of bits and pieces from earlier posts, but here's the "definitive" solution for numeric fields *chuckle*

```
Field script for a numeric field
local sBeforePaste
on keyDown pWhichKey
 put the selectedChunk into tChunk
 put word 2 of tChunk into tStart
  put word 4 of tChunk into tStop
  if tStart > tStop -- no actual selection
   put (char 1 to tStop of me) & pWhichKey into tCheck
   if length(me) > theStart then
     put (char tStart to -1 of me) after tCheck
   end if
  else -- typing would replace the selected text
   put (char 1 to tStart - 1 of me) & pWhichKey into tCheck
    if length(me) > theStop then
      put (char tStop + 1 to -1 of me) after tCheck
   end if
  end if
  if Conv4Calc(tCheck) is a number then pass keyDown
 else beep
end keyDown
   Reformat upon leaving the field
on closeField
 if "formatField" is not in the pendingMessages then send "formatField" to me in 5 milliseconds
end closeField
on formatField
 put the text of me into tNumber
 put Conv4Disp(tNumber) into me
end formatField
-- | Handle pasting of text in this field
   NOTE: doesn't work when Rev UI is ON
--1
on pasteKey
 put the text of me into sBeforePaste
  if "checkAfterPaste" is not in the pendingMessages then send "checkAfterPaste" to me in 5 milliseconds
 pass pasteKey
end pasteKey
on checkAfterPaste
  put the text of me into tAfterPaste
 if Conv4Calc(tAfterPaste) is not a number then
   beep
   put sBeforePaste into me
 end if
end checkAfterPaste
    Conversion between calculation and display formats
function Conv4Calc pNumber
  -- strip out the thousand separator (if any)
 put the uThousandSeparator of me into t1000Sep
  if t1000Sep is not empty then replace t1000Sep with "" in pNumber
  -- fix the decimal point for MetaCard/RunRev
  put the uDecimalPoint of me into tDecPoint
```

```
if tDecPoint is not empty and tDecPoint <> "." then replace tDecPoint with "." in pNumber
  -- should now be a regular number
  return pNumber
end Conv4Calc
function Conv4Disp pNumber
  -- convert to the chosen floating point format
 put the uFormat of me into tFormat
 if tFormat is empty then put "%16.2f" into tFormat
 put format(tFormat, pNumber) into tNumber
  -- remove leading spaces
  put 1 into tStart
  repeat while char tStart of tNumber = " "
   add 1 to tStart
  end repeat
 put char tStart to -1 of pNumber into tNumber
  -- prepare the display format
  -- thanks to Ken Ray for this RegExp :-)
  local tMinusHold,tMainNumber,tDecimalHold
  \texttt{get matchText(tNumber,"([-]?)([0-9]*)[$\cdot$]?([0-9*)", \texttt{tMinusHold, tMainNumber, tDecimalHold})$}
  -- tweak tDecimalHold
  put the uDecimalPoint of me into tDecPoint
  if tDecPoint is empty then put "." into tDecPoint
  if tDecimalHold is not empty then put tDecPoint before tDecimalHold
  -- now determine how many separators to place
  put the uThousandSeparator of me into t1000Sep
  if t1000Sep is not empty then
    put length(tMainNumber) into tLength
    put (tLength DIV 3) into tSeps
    if (tLength MOD 3) = 0 then subtract 1 from tSeps
    -- insert the commas into the integer part
    repeat with i = tSeps down to 1
     put t1000Sep after char - (i * 3 + 1) of tMainNumber
    end repeat
  end if
  -- put everything back together
 return tMinusHold & tMainNumber & tDecimalHold
end Conv4Calc
--- End of script
```

Hope this suits everyone's needs; all you need to do is fill in the following custom properties:

- uDecimalPoint (defaults to ".")
- uThousandSeparator (defaults to empty)
- uFormat (defaults to "%16.2f")

Of course you can always adapt the scripts so that these custom properties are in the card, stack,...

Have fun

Posted 9/26/2002 by Jan Schenkel to the Use Revolution List



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