Required Field Filter Edit Component

The file RFedit.pas is the source for a required field edit component. I had a need for a required field edit component and a Filter Edit component. I got tired of searching for the right component so I combined the two.

To make the edit field a required field, set the RequiredField property to True. it is set to false during create.

To set the filter, set the ValidChar property to the set of characters you want. For example, for all capital letters A to Z enter ['A'..'Z'] . It will also work if you enter [A..Z] leaving out the single quotes. ValidChar is created as and empty set []. If left this way, the field will accept all input. Therefore if you RequiredField is false and ValidChar is [], the component acts like the standard TEdit component.

This is my first created component (necessity and invention, etc.) so I was learning as i went along. My thanks to Mark Ackaway for his help in steering me in the right direction.

Feel free to use the component, but I reserve all rights to the code. Do Not sell it! This is freeware. If someone makes any changes to the code (improvements please!), please send me a copy.

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Addendum:
5/10/95

I have added the property BeepOnInvalid which allows you to control whether a beep is sounded whenever the user strikes a key which is not in the ValidChar set. It can be confusing when the character does not appear but with no explanatory message. I have defaulted to the sound MessageBeep(0). It would be good to also pass the sound you want (fanfare, breaking glass, etc.) as the longint (0,16,32,48,64, etc.) parameter for the MessageBeep call. If the chosen sound is unavailable, you would still get at least a beep. It would be best to allow the Valid Char set to be shown either as the Hint or to accompany the BeepOnInvalid.

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