

Component, Properties window and Object Collection Editor

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Hello.

I am trying to create a component to Validate Controls in a Form. (i don't like the IErrorProvider).

My point is that i am trying to create an item in the properties window where i can click it and select the controls that i want to check and store them in an Arraylist, so, whenever i feel that i want to check those controls, i just call the arraylist and with a method that i have implemented check on their properties.

Ok. i got to put the Propertie into the Properties window and when i click the three dots button [...] it pops up the Object Collection Editor. That's OK. When i click Add i can see a System.Object object added but with no properties at all. Nothing. I add three more and when i click OK they are not saved. Of course... I assumed that the object collection automatically will add them to my araylist... but nothing seems to be happening.

Anyway, i have been looking for some tutorials or articles about this and can't find anything.

Does anyone knows a lil bit about this?

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