
Subject: Re: Multiline popups in GridCtrl
Posted by [Zbych](#) on Fri, 20 Nov 2009 14:59:53 GMT
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Another problem. In my application I use WhenCursor callback to enable/disable ToolBar. Inside this callback I check if any row is selected by calling IsCursor. The problem is that IsCursor gives incorrect state of cursor at that time (probably WhenCursor callback is executed too early in GridCtrl::SetCursor0).

Steps:

1. click add
2. click on some row - tool bar should be enabled (but it is not)
3. click second time - now tool bar is enabled.
4. click clear - now grid is empty, but callback is not executed (in my opinion should be, because cursor is gone) and tool bar is not deactivated.

Test code:

```
struct App : public TopWindow
{
    typedef App CLASSNAME;
    Button ok;
    Button clear;
    ToolBar tool;
    GridCtrl grid;

    void AddToGrid();
    void ClearGrid();
    void MyToolBar(Bar& bar);

    void ToolBarRefresh();
    App();
};

App::App()
{
    Sizeable();
    grid.HSizePosZ(10,10);
    tool.Set(THISBACK(MyToolBar));

    AddFrame(tool);
    Add(grid.SizePos().HSizePos(0,0).VSizePosZ(0,50));
    grid.AddColumn( "Name").DoSum("%d");
    grid.AddColumn( "Surname").DoSum("%d");
    grid.WhenCursor = THISBACK(ToolBarRefresh);

    ok.WhenPush = THISBACK(AddToGrid);
```

```
clear.WhenPush = THISBACK(ClearGrid);
ok.SetLabel(t_("Add")).HCenterPosZ(76, -84).BottomPosZ(8, 32);
clear.SetLabel(t_("Clear")).HCenterPosZ(76, 80).BottomPosZ(8, 32);
Add(ok);
Add(clear);
}
```

```
void App::AddToGrid(){
for(int l=0; l<5; l++){
grid.Add(l, Format("Row %d\nRow %d\nRow %d\n", l,l,l));
}
}
```

```
void App::ClearGrid()
{
grid.Clear();
}
```

```
void App::MyToolBar(Bar& bar)
{
bar.Add(grid.IsCursor(), "File", Image::Wait() , THISBACK(ClearGrid));
bar.Add(grid.IsCursor(), "File", Image::Wait() , THISBACK(ClearGrid));
}
```

```
void App::ToolBarRefresh()
{
tool.Set(THISBACK(MyToolBar));
Beep(1000,100);
}
```

```
GUI_APP_MAIN
{
App app;
app.Run();
}
```