

---

Subject: Re: Embed editfields in ArrayCtrl  
Posted by [mirek](#) on Fri, 08 Jan 2010 12:45:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mdelfede wrote on Thu, 07 January 2010 18:30 Embedding Editfields in ArrayCtrl offers nice editing and filtering capabilities, and the function

Ctrl<EditField>()

offers a fast way to do it but.... it has also a couple of caveats :

- 1 - Embedded fields get frames, which is ugly inside the array
- 2 - Embedded fields grab ArrayCtrl rightclick context menu

This simple template solves both :

```
template<class E> class Embedded : public E
{
protected:

void RightDown(Point p, dword keyflags)
{
Ctrl *c = this;
ArrayCtrl *a;
while( (c = c->GetParent()) != NULL && ((a = dynamic_cast<ArrayCtrl *>(c)) == NULL))
;
if(a)
{
Rect cRect = E::GetScreenRect();
Rect aRect = a->GetScreenRect();
p.y += cRect.top - aRect.top - a->HeaderObject().GetHeight();
p.x += cRect.left - aRect.left;
a->RightDown(p, keyflags);
}
}

public:
typedef Embedded<E> CLASSNAME;

Embedded<E>() { E::ClearFrames(); }
};
```

It's usage is simple, just define your ctrl as, for example :

```
typedef Embedded<EditDouble> EditDoubleEmbedded;
```

Then use as a normal editfield in arrayctrl.

The field will get no frames and forward context menu clicks to its ArrayCtrl container.

Ciao

Max

Actually, as long as you override RightDown, there is no need to make the menu indirectly. Remember, the problem we had was because there was a call to SetFocus after the menu handling...

No RightDown, no SetFocus...

Mirek

---