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Subject: Re: Embed editfields in ArrayCtrl  
Posted by [mirek](#) on Fri, 08 Jan 2010 14:28:17 GMT  
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mrjt wrote on Fri, 08 January 2010 08:49 Except it doesn't work at all!

The problems:

- EditField doesn't have StdBar, are you thinking of EditText?

May I suggest you update your U++ from time to time? (was added 2-3 months back).

Quote:

- As above for WhenMenu, just overload RightDown and call EditField::DoMenu

Means EditField::RightDown does not get called...

Quote:

- I've also changed it to use ArrayCtrl::StdBar and set the ArrayCtrl cursor correctly to enable this, which is more in line with the way the ArrayCtrl works.

That one is a good idea. I had these left because of experimenting with another solution. So:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct EditStringSpecial : EditString {  
    ArrayCtrl *GetArrayCtrl() {  
        for(Ctrl *q = GetParent(); q; q = q->GetParent())  
            if(ArrayCtrl *a = dynamic_cast<ArrayCtrl *>(q))  
                return a;  
        return NULL;  
    }  
}
```

```
static void DoMenu(EditStringSpecial *x) {  
    MenuBar bar;  
    x->StdBar(bar);  
    ArrayCtrl *a = x->GetArrayCtrl();  
    if(a) {  
        bar.Separator();  
        a->WhenBar(bar);  
    }  
    bar.Execute();  
}
```

```
void MyBar(Bar& bar)
{
    PostCallback(callback1(DoMenu, this));
}

typedef EditStringSpecial CLASSNAME;

EditStringSpecial() {
    WhenBar = THISBACK(MyBar);
}
};

GUI_APP_MAIN
{
    ArrayCtrl a;
    a.Appending().Removing();
    a.AddColumn("Text").Ctrls<EditStringSpecial>();
    for(int i = 0; i < 300; i++)
        a.Add(AsString(i));
    a.SetLineCy(Draw::GetStdFontCy() + 8);

    TopWindow app;
    app.Add(a.SizePos());
    app.Sizeable();
    app.Run();
}
```

Mirek

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