
Subject: Re: GridCtrl and sort at runtime

Posted by [unodgs](#) on Mon, 05 Mar 2007 09:21:34 GMT

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Sorry, you're right - it doesn't work. Anyway I've added Sort methods to GridCtrl - they will be available today in uvs and in rc3.

How to use them:

grid.Sort(0, GridCtrl::SORT_UP) - sorts the rows using values from column 0 (first non-fixed column) in up direction (lower values are on the top)

Id NAME("name");

grid.Sort(NAME) - the same, but column number is given as an Id, default sorting mode is SORT_UP

Sorting modes:

GridCtrl::SORT_UP - less values on the top

GridCtrl::SORT_DOWN - less values on the bottom

GridCtrl::SORT_ID - restore original row order

It is also possible to do "multisort":

```
grid.Sort(COL0, GridCtrl::SORT_UP, true)
    .Sort(COL5, GridCtrl::SORT_DOWN, true)
    .Sort(COL7, GridCtrl::SORT_UP, true);
```

Third parameter says we're doing multisort. If you don't like true/false arguments use MultiSort:

```
grid.MultiSort(COL0, GridCtrl::SORT_UP)
    .MultiSort(COL5, GridCtrl::SORT_DOWN)
    .MultiSort(COL7, GridCtrl::SORT_UP);
```

MultiSort does not refresh the grid by default! Use Repaint()

```
grid.MultiSort(COL0, GridCtrl::SORT_UP)
    .MultiSort(COL5, GridCtrl::SORT_DOWN)
    .MultiSort(COL7, GridCtrl::SORT_UP)
    .Repaint();
```

To switch off sorting and to restore original row order use ClearSort():

```
grid.ClearSort();
```

If you find any trouble report it please.
