
Subject: Re: Ctrls<>() Callback / Disable some rows
Posted by [kcabobert](#) on Mon, 18 Jun 2007 18:27:38 GMT
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I also think you have some inconsistent behavior with Get{...} and Set{...}. Some appear to auto-adjust for the Fixed{Column,Row} count and some do not.

For example, when using a index from 0 to GetCount to check the value of a particular column, and set the cell equal to zero if the cell value is one, I have to specify the FixedCount offset when getting values... but not when setting values.

Consider the below snippet:

```
const int offset = gridctrl.GetFixedCount(),  
pos = gridctrl.GetCursor();  
  
if ( atoi(gridctrl.Get("checked").ToString())==1 )  
for ( int t=0; t<gridctrl.GetCount(); t++ )  
if ( (t!=pos) && (atoi(gridctrl.Get(t+offset,"checked").ToString())==1)) {  
    gridctrl.Set(t,"checked",0);  
}
```