Subject: Re: AttrText() and content of the cell Posted by forlano on Wed, 03 Oct 2007 13:46:41 GMT

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forlano wrote on Tue, 02 October 2007 21:59

From what I'm observing it seems that the content of the cell is not exactly the same. Maybe some invisible character is added by AttrText() that it is passed to display to paint the cell? Thanks,

Luigi

It is as suspected

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
GUI APP MAIN
{ ArrayCtrl arr;
 TopWindow w;
 w.Add(arr);
 arr.SizePos();
 arr.AddColumn("col");
 arr.AddColumn("two");
 arr.Add(1, 2);
 arr.Add(1, 2);
 arr.Add(1, 2);
 arr.Set(2,1, AttrText("2").Paper(Color(250,150,150)));
 arr.Add( 1, arr.Get(2,1)); //arr.Get(2,1) get not only the number "2" but even some info
regarding the color of the cell
 arr.Add( 1, arr.Get(2,1).ToString() ); //I can't get "2"
 arr.Add( 1, AsString(arr.Get(2,1))); //I can't get "2"
 w.Run();
}
```

Because AttrText() (both in arrayctrl and gridctrl) extend in some way the data I put inside the cell I would like to know how to extract the data previously inserted in the cell. I mean disregarding the color information and so on. In other words, if I put a number in the cell and then modify its appearence I would like to get back the same number if I need it.

Alternatively I would like to know how to set the background color of a cell indipendently of the content of the cell. If I use Display I can test the passed data, but sometimes would be very useful a direct way to change the background of the cell (i,j) irrispective of the value inside and in a way that it is determined only at runtime.

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