Posted by tvanriper on Wed, 02 Jan 2008 22:13:29 GMT

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I have this need, sometimes, to iterate over the items within a drop choice, and use that information in some fashion. In particular, I want to give the user the opportunity to modify a 'history' list in some fashion, and the information is generally only stored inside this control.

As of 712-dev1, I am unable to do this without modifying the DropChoice.h file to (safely) expose the underlying objects I need to acquire this information.

I don't see a particular reason why we cannot expose this information in the manner I expose it, so I wonder if we might update DropChoice.h accordingly?

I've included my altered header file.

The file contains the following changes:

to DropChoice (public):

int GetCount() const { return list.GetCount(); }
Value Get(int i) const { return list.Get(i, 0); }

to WithDropChoice (public):

const DropChoice& GetDropChoice() const { return select; }

I hope this is useful.

EDIT

Bah... I had some errors. These should be corrected now, both in this message, and in the header file I've uploaded.. I failed to use the 'return' keyword in GetCount() and Get(int). Silly me.

File Attachments
1) DropChoice.h, downloaded 419 times