

---

Subject: Re: How to create a GridCtrl with fixed cell size

Posted by [mrjt](#) on Tue, 20 May 2008 08:49:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:I do need something like a ColumnList: actually I was using that before, but I need another draw order. It seems that the way such a list with multiple columns is drawn is confusing for a lot of people, so I had to disable the multiple column option

I have exactly the same issue, I hate the way ColumnList works. My main issues:

- Lack of key/value support (every other list-style control supports it, why not ColumnList?)
- Bizarre scrolling. A columnized list should scroll sideways to show new columns, not the vertically one item at a time. I think this is the one that really confuses people.
- Difficult selection determination

Quote:I'll definitely try out you code and probably merge it into ColumnList if possible, seeing as U++ lacks a traditional list control with an optional "icons" layout (like CListCtrl from MFC).

I would be surprised you could do this, the changes are too widespread and complete to be integrated as an addition feature without adding considerable bloat and complexity.

---