
Subject: Re: edit data in arrayctrl

Posted by [mirek](#) on Fri, 24 Mar 2006 22:14:57 GMT

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Quote:

```
class robot : public WithrobotLayout<TopWindow> {
public:
```

```
.....
```

```
    EditDouble x1, y1, x2, y2;
```

```
.....
```

```
};
```

```
robot::robot()
```

```
{
```

```
.....
```

```
    teren.lista.AddColumn("x1",0).Edit(x1);
```

```
    teren.lista.AddColumn("y1",0).Edit(y1);
```

```
    teren.lista.AddColumn("x2",0).Edit(x2);
```

```
    teren.lista.AddColumn("y2",0).Edit(y2);
```

```
    teren.lista.Appending().Removing();
```

```
.....
```

```
}
```

...I am not sure whether Appending/Removing applies here...

(ArrayEdit is not needed here).

You can also get "direct" editing (with Ctrl's always visible) by

```
teren.lista.AddColumn("x1",0).Ctrls<EditDouble>();
```

Mirek
