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Subject: Re: Can gridctrl remember row column sizes & other questions

Posted by [unodgs](#) on Sat, 16 May 2009 13:41:07 GMT

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[quote title=gprentice wrote on Sat, 16 May 2009 07:41]Hi

Does GridCtrl have the ability to remember the width/height of individual columns/rows? If not, is there a way to get notification of these things being changed so the settings can be saved and restored or to iteratively save & restore.

[/quote]

Just add in your Serialize method

s % grid;

of course before serializing all column should be defined.

Quote:

Can individual cells in GridCtrl contain controls such as check-boxes or combo boxes or bitmaps?

Ctrls - generally yes, but it's not available to the developer right now. I'll commit few lines of code today or tomorrow and write in this thread about them.

Bitmaps - not directly, you have to assign a display class for particular cell, but SetDisplay is not right now in public scope. I'll change that too.

Quote:

Is it possible for an individual cell to hold wrapped text (i.e. multiple lines) like in excel?

It cannot be set for cell only. But you can set it for the column.

grid.AddColumn("Wrapped").WrapText()

Quote:

What are the main differences between GridCtrl and ArrayCtrl?

You have more advanced editing features - row mode/cell mode/mixed mode

Coping/Pasting

Summaries

Fixed rows/columns

Shifting rows up/down

Dragging columns/rows

In the past I just needed more advanced ArrayCtrl and modifying original control was too hard for me and also Mirek and Thomas used it a lot in their commercial software so it was even impossible to do some serious architectural changes. It was simply easier to start with new code.

I'm working right now on adding grouping to grid so this will be another important difference.

Quote:

BTW - in GridCtrl homebudget example about box it says "coping, distributing or using without a valid license is deprecated".

- "coping" should be copying, and what does deprecated mean??

Forget about this. It should be removed. The licence is the same as for U++.

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