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Subject: DropGrid problem in 1254?

Posted by [jeremy\\_c](#) on Thu, 04 Jun 2009 21:03:40 GMT

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I have a DropGrid that's pretty simple... It's defined in the associated Layout w/all default options.  
In code I:

```
apiary.AddPlus(THISBACK1(NewApiary, &apiary));  
apiary.WhenAction = THISBACK(OnChangeApiary);
```

```
// Later in code, I populate it:
```

```
apiary.Clear();  
apiary.Add(0, "All");
```

```
SQL & Select(ID.Of(APIARY), NAME.Of(APIARY))  
    .From(APIARY)  
    .OrderBy(NAME.Of(APIARY));
```

```
while(SQL.Fetch())  
    apiary.Add(SQL[0], SQL[1]);
```

```
// Later in code:
```

```
void BeekPRO::OnChangeApiary()  
{  
    LoadHives(apiary.GetData());  
}
```

```
void BeekPRO::LoadHives(Value apiaryId)  
{  
    hives.Clear();  
  
    if (apiaryId == 0)  
        SQL & Select(ID, APIARY_ID, NAME, HIVE_TYPE_ID)  
            .From(HIVE)  
            .OrderBy(NAME);  
    else  
        SQL & Select(ID, APIARY_ID, NAME, HIVE_TYPE_ID)  
            .From(HIVE)  
            .Where(APIARY_ID == apiaryId)  
            .OrderBy(NAME);  
  
    while(SQL.Fetch())  
        hives.Add(SQL);  
}
```

That's all the code related to this drop grid. The problem I am having is when I change the selection of the drop grid, the hives grid is reloaded properly however the display of the newly selected apiary is blank. If I simply move my mouse over the control the control then changes from blank to the apiary name.

If I simply load U++ 2008.1 and compile the program, I do not have this problem. Everything runs find and updates instantly. When I then load it in 1254, recompile the bug exists. Load in 2008.1, recompile everything works great.

I've tried to reproduce this in a small test case but have failed.

Has anyone else experienced this?

Jeremy

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