Subject: Re: GridCtrl: How to respond to moving a row?
Posted by jeremy_c on Wed, 10 Jun 2009 23:50:56 GMT
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Great, however... Before you apply it, I think it needs some help. I am willing to work with it some more if you think it's worth while, however, this is my first venture into the U++ libs and it may take some time for me to figure out when you could whip it up in 10 minutes.

Right now, it simply calls a callback letting you know that something moved. It does not report what moved where. I was thinking it would be better to be able to let the callback know that row 1 was inserted after row 5. The problem right now is that say you have a db that contains ID, NAME, POSITION. Pretty easy. Well, when you get a "WhenMove" callback, you have to:

```
try
{
   for (int i=0; i < questions.GetCount(); i++)
   {
      SQL & ::Update(HIVE_ACC_Q)
         (POSITION, Value(i))
         .Where(ID == questions.Get(i, 0));
   }
}
catch (SqlExc &exc)
{
   Exclamation("[* " + DeQtfLf(exc) + "]");
}
```

If, however, we would send row 1 moved to row 5, that function could update rows only 1 - 5, instead of possibly 1 - 10,000 (maybe a bit extreme).

Further, it would be nice to have:

```
catch (SqlExc &exc)
{
   questions.CancelMove();
   // .....
}
```

as we have CancelInsert, CancelUpdate, etc...

BTW... Cool on the new car! I got a new car, but it's a minivan as my family has grown now to 4 daughters

Jeremy