
Subject: Re: Getting data in a row of ArrCtrl
Posted by [forlano](#) on Mon, 03 Apr 2006 22:40:19 GMT
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I have got so many answers that I am a bit confused
I need to experiment each of them separately.

Please let me answer.

Quote:

1. When? (then think about when...)
2. In what format and destination? - what do you want to do with the data?

1. In principle when I click on a row I would like to have the possibility to retrieve the data (to send them in the above mask for some modification for example).

But after your question I think could be very useful to get the data even when I press some button (I need it for another Tab page). In this case I could want get the data where the cursor is and/or in corispondence of a given row (think about a loop that scan all the rows).

2. Format? some of the cells (coloumns) in the row are string, other are integer. It is preferable to get them in their original format. But if all are retrieved as string it is perfect too.
Once the data are available I could send them in some other widget or save in a file... it depends.
For the moment just pass to another widget.

Now please let me ask you something about your previous suggestion:

a)

```
void Tab1::PromptCell(){  
    String s;  
    s=AsString(arr.ReadRow(arr.GetCursor())[arr.GetClickColumn()]);  
    PromptOK(s);  
}
```

I've associated this method to left_click event with

```
arr.WhenLeftClick = THISBACK(PromptCell);
```

Did you mean to play in this way?

Quote:

also, don't forget a useful method ToString() ...

What do you mean? Why I need this method (sorry for this silly question).

b)

```
String s;  
int int_row = arr.GetCursor();  
for (int i=0; i<arr.GetColumnCount(); i++) {  
    s << arr.Get(int_row, i);  
    s << "!!!";  
}
```

If I have understood, in this last example all the cells finish in 's' separated by "!!!". Is this correct? It is evident that the operator '<<' does a continues strcat(...), it isn't. (Sometimes I feel to be a dinosaur... but I'm enjoying the short and powerfull syntax of C++).

Luigi
