Subject: Re: Getting data in a row of ArrCtrl
Posted by forlano on Tue, 04 Apr 2006 08:38:36 GMT

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fudadmin wrote on Tue, 04 April 2006 01:34
Btw, there is an easy possibility to edit cells directly in the ArrayCtrl like in spreadsheets... Maybe it's better to use those edit fields only just for searching. Just an idea...

It is a great idea. So far I was implementing what already existed with the old GUI where I hadn't a worderful arrayctrl.
Really this simplify the thing. I must add a row after each ADD_Player click and can't be empty line. If you have some guideline I can try it.

Quote:
Btw, why don't you want to use xml format?

Excuse me , , XML to do what? (I know very little, just its name, about it)

Quote:
Also you need kind of a record structure (format)? column and rows delimiters?

At some moment I need to read all the cells of the array and get the information for all players. These finish in some record structure mantained in memory. By the way, has U++ some internal database? In this case I can use it and dismiss my structure. It could be useful for sort operation with respect to field 'date', 'name' and someother integer based. I'm thinking (dreaming) to click on a header and a sort is done with respect that field (I can die after that   ).

When I need to save the data the records finish '\n' delimited in a txt file in which each datacoloumn is separated by a ';' delimiter. As you see there is nothing sophisticated because fondamentally it is not a database application.

I'll try to use the chance you give me . Unfortunately on next Friday I must take a pause of one week... but after that I'll run at the speed light

Thank you!
Luigi