
Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Sun, 26 Jul 2009 21:50:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Sun, 26 July 2009 17:28koldo wrote on Sat, 18 July 2009 07:51More simple:

Is it possible to update/refresh only one row in an ArrayCtrl ?

Best regards
Koldo

```
void    ArrayCtrl::RefreshRow(int i);
```

Hello Mirek

Unfortunately RefreshRow() does not repaint the row.

To force the repaint I have to scroll up and down and then I see the row repainted.

Using instead UpdateRefresh() repaints the rows properly, but it seems it cancels the Drag & Drop possibility.

It is difficult to prepare a sample case as the application is rather big. Here I put some details:

The variable is declared under the TopWindow class as

```
ArrayCtrl filesList;
```

The layout is in:

```
filesList.AddColumn("Thumbnail").SetDisplay(Single<DisplayThumbnail>()).HeaderTab().Min(50);  
filesList.AddColumn("Properties").HeaderTab().Min(50);  
filesList.MultiSelect().HeaderObject().Absolute().Clipboard();  
filesList.HeaderTab(0).SetRatio(10);  
filesList.ColumnWidths("100 100");  
filesList.WhenDropInsert = THISBACK(DropInsertFilelist);  
filesList.WhenDrag = THISBACK(DragFilelist);  
filesList.WhenDrop = THISBACK(DropFilelist);
```

DisplayThumbnail declaration:

```
struct DisplayThumbnail : public Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& val, Color ink, Color paper, dword  
style) const;  
};
```

And Drag & Drop functions

```
void DropFilelist(PasteClip& d)
{
    if(AcceptText(d)) {
        filesList.Add(GetString(d), GetString(d));
        filesList.SetFocus();
    }
}
void DropInsertFilelist(int line, PasteClip& d)
{
    if(AcceptInternal<ArrayCtrl>(d, "array")) {
        filesList.InsertDrop(line, d);
        filesList.SetFocus();
        filesList.SetLineCy(70);
    }
}
void DragFilelist()
{
    filesList.DoDragAndDrop(InternalClip(filesList, "array"));
}
```

Best regards
Koldo
