
Subject: Re: Accessing embedded controls in a gridCtrl

Posted by [mrjt](#) on Mon, 27 Jul 2009 15:04:14 GMT

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I don't actually use GridCtrl and I haven't tested it, but this should work:

```
struct ProgressValue {
    int actual;
    int total;

    ProgressValue(int _actual, int _total)
        : actual(_actual), total(_total) {}
    operator Value() const { return RowToValue<ProgressValue>(*this); }
};
```

```
struct EmbeddedProgress : public ProgressIndicator
{
    virtual void SetData(const Value& data) {
        if (IsTypeRaw<ProgressValue>(data)) {
            const ProgressValue &pv = ValueTo<ProgressValue>(data);
            ProgressIndicator::Set(pv.actual, pv.total);
        }
        else
            return ProgressIndicator::SetData(data);
    }
};
```

If you add this ctrl instead then you can update it using:

```
gridctrl.Set(row, column, ProgressValue(actual, total));
```

It's a bit of a hack, but not too bad. Or you can just use `ArrayCtrl::SetCtrl`.