Subject: Re: How to sort the ArrCtrl
Posted by forlano on Wed, 05 Apr 2006 14:21:07 GMT

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fudadmin wrote on Wed, 05 April 2006 03:08
You are not lazy enough once again! 4 Operations!!! and so difficult?! You must avoid such thinking with Ultimate++...

Why not to start with easy things:

arr.Sort(int_col);

P.S. Sorry for the delay - I didn't want you to die so soon..

Only now I have had the chance to try it. I couldn't believe that this line was the solution. I've attached the following method

void Tab1::SortRecord() // body of the callback
{ arr.Sort(0);
}

to a button and it worked!   .
If I put your line inside the AddPlayer method the array is always sorted. I prefer to see the added recod at the end and then sort when I need. So the decision of a new method... and new button...

This is really the perfect tool for lazy people. I can become mad if I remind the time lost to reinvent the wheel with other tool. I suspect my application ported to U++ will be long maybe 1/5 of the previous one.

But this is not what I wanted! In fact I wanted to click on the 'header' to get an array sorted. So I started to think in a lazy way... to prevent future complain   . After some investigation I got the answer:

void Tab1::SortRecord()
{ int i;
  i = arr.GetClickColumn();
  arr.Sort(i);
}

associated to doubleclick event in the constructor

arr.WhenLeftDouble = THISBACK(SortRecord);

This is even better from point of view of lazyness because I do not need to move the mouse up to

the header of the array when I am at its bottom (notoriously a very time and energy comsuming task). I hope you agree

Luigi