
Subject: Re: GridCtrl: Adding column dynamically – How to make editable
Posted by [sergeynikitin](#) on Wed, 14 Oct 2009 17:23:14 GMT

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Vector should be replaced by Array.

class definition:

```
class DynGridTest : public WithDynGridLayout<TopWindow> {  
public:  
    typedef DynGridTest CLASSNAME;  
    DynGridTest();  
    void Prepare();  
    Array<EditString> vs; // <-- Must be in class definition  
};
```

main.cpp:

```
DynGridTest::DynGridTest()  
{  
    CtrlLayout(*this, "Grid Dynamic Column Add Test");  
  
}  
void DynGridTest::Prepare() {  
    vs.Clear();  
    for(int i = 0; i < 10; i++) {  
        grd.AddColumn("col"+AsString(i)).Editable(true).Edit(vs.Add());  
    }  
    for(int i = 0; i < 10; i++) {  
        grd.Add();  
        for(int j = 0; j < 10; j++) {  
            grd(j) = "x="+AsString(j)+"; y="+AsString(i);  
        }  
    }  
    grd.SetToolBar();  
}
```

GUI_APP_MAIN

```
{  
    DynGridTest app;  
    app.Prepare();  
    app.Run();  
}
```

This example works fine.

File Attachments

- 1) [DynGridTest.zip](#), downloaded 290 times
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