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 WithDynGridTestLayout<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.