
Subject: Small contribution to GridCtrl

Posted by [bubo](#) on Thu, 12 Nov 2009 13:47:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would like to post some patch (or hack) to correct the "Immediate search" imperfection in GridCtrl.

Symptoms of the bug are simple: when you immediate search in "GridFind" control, "find" member loses the focus after each key press and you have to restore caret position of GridFind with mouse.

So it is very annoying for me, especially when I need to search for text with more than one character.

Here are changes to correct this:

in "GridCtrl.h"

```
class GridCtrl .... {
    ....
    ....
private:
    ....
    ....
    void DoInternalFind(); // add this private method somewhere
    ....
    ....
};
```

in "GridCtrl.cpp"

// in constructor of GridCtrl change one line

```
GridCtrl::GridCtrl()
{
    ....
    ....
    find <=& THISBACK(DoInternalFind); // original was: "find <=& THISBACK(DoFind);"
    ....
    ....
}
```

// implementation of new method

```
void GridCtrl::DoInternalFind()
{
    DoFind(); // find ctrl loses the focus (I don't know why)
```

```
    // restore focus and caret position (caret would be at the end of written search text)
    find.SetFocus();
}
```

```
    find.SetSelection(find.GetLength());  
}
```

Notes:

This doesn't solve the case when the caret wasn't at the end of search text. So it needs deeper implementation.

Or find out where in "DoFind" is the focus of "find" ctrl lost.

I would like to thank someone (who has write access to upp's SVN server) for applying this patch.
