
Subject: Embed editfields in ArrayCtrl

Posted by [mdelfede](#) on Thu, 07 Jan 2010 23:30:51 GMT

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Embedding Editfields in ArrayCtrl offers nice editing and filtering capabilities, and the function

Ctrl<EditField>()

offers a fast way to do it but... it has also a couple of caveats :

- 1 - Embedded fields get frames, which is ugly inside the array
- 2 - Embedded fields grab ArrayCtrl rightclick context menu

This simple template solves both :

```
template<class E> class Embedded : public E
{
protected:

    void RightDown(Point p, dword keyflags)
    {
        Ctrl *c = this;
        ArrayCtrl *a;
        while( (c = c->GetParent()) != NULL && ((a = dynamic_cast<ArrayCtrl *>(c)) == NULL))
            ;
        if(a)
        {
            Rect cRect = E::GetScreenRect();
            Rect aRect = a->GetScreenRect();
            p.y += cRect.top - aRect.top - a->HeaderObject().GetHeight();
            p.x += cRect.left - aRect.left;
            a->RightDown(p, keyflags);
        }
    }

public:
    typedef Embedded<E> CLASSNAME;

    Embedded<E>() { E::ClearFrames(); }
};
```

It's usage is simple, just define your ctrl as, for example :

```
typedef Embedded<EditDouble> EditDoubleEmbedded;
```

Then use as a normal editfield in arrayctrl.

The field will get no frames and forward context menu clicks to its ArrayCtrl container.

Ciao

Max