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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

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