
Subject: Re: Embed editfields in ArrayCtrl
Posted by [mirek](#) on Fri, 08 Jan 2010 12:57:02 GMT
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This seems to work quite nicely:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct EditStringSpecial : EditString {
    ArrayCtrl *GetArrayCtrl() {
        for(Ctrl *q = GetParent(); q; q = q->GetParent())
            if(ArrayCtrl *a = dynamic_cast<ArrayCtrl *>(q))
                return a;
        return NULL;
    }

    static void DoRemove(ArrayCtrl *a) {
        a->DoRemove();
    }

    static void DoMenu(EditStringSpecial *x) {
        MenuBar bar;
        x->StdBar(bar);
        ArrayCtrl *a = x->GetArrayCtrl();
        if(a) {
            bar.Separator();
            bar.Add("Append a line", callback(a, &ArrayCtrl::DoAppend));
            bar.Add(a->IsCursor(), "Delete a line", callback1(DoRemove, a));
        }
        bar.Execute();
    }

    void MyBar(Bar& bar)
    {
        PostCallback(callback1(DoMenu, this));
    }

    typedef EditStringSpecial CLASSNAME;

    EditStringSpecial() {
        WhenBar = THISBACK(MyBar);
    }
};

GUI_APP_MAIN
```

```
{  
    ArrayCtrl a;  
    a.AddColumn("Text").Ctrls<EditStringSpecial>();  
    for(int i = 0; i < 300; i++)  
        a.Add(AsString(i));  
    a.SetLineCy(Draw::GetStdFontCy() + 8);  
  
    TopWindow app;  
    app.Add(a.SizePos());  
    app.Sizeable();  
    app.Run();  
}
```

Mirek
