Subject: Re: OptionImage ctrl: how to make it better...
Posted by forlano on Thu, 13 Apr 2006 06:45:40 GMT

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fudadmin wrote on Wed, 12 April 2006 23:11If you download it, it runs "out of the box"...

Aris,
I tried your code. It works very nice (what do you mean with
"out of the box"?). I've even learned how to put in the designer a new class object (just rename
the classobject after CTRL+T). Before to do my 'todo' task I tried to put the wonderful
OptionImage in the arrayctrl. I've added the .iml file and the .h file then

1th temptive.

 arr.AddColumn("Avail", "Avail?", 4).Ctrls<OptionImage>();

nothing appear.

2th temptive.

 arr.AddColumn("Avail", "Avail?", 4).Ctrls(Avail3);

where, on the model of past example,

void Avail3(One<Ctrl>& ctrl)
{
// ctrl.Create<Option>().ThreeState();
 ctrl.Create<OptionImage>();
 ctrl.ThreeState(true).SetImage(imgYes(), imgNo(), imgMaybe());
}

but the compiler cryed:

C:\MyApps\vegaMenuStatus\tab1.cpp: In function `void Avail3(One<Ctrl>&)':
C:\MyApps\vegaMenuStatus\tab1.cpp:18: error: 'class One<Ctrl>' has no member named
'ThreeState'

Any idea? I attach the zipped project if could be useful. This part of the code is in the file tab1.cpp.
Unzip in vegaMenuStatus with no subfolder.
Thank you,
Luigi

Edit by fudamin:
P.S old zip deleted to save space on the server. New zip below.

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