
Subject: Re: GridCtrl samples with all functions and methods

Posted by [Ficko](#) on Fri, 26 Mar 2010 09:21:26 GMT

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Oh I just practically "copy-paste" the samples from
"Used packages/GridCtrl/Tutorial"

I am not saying that anything is wrong with the package only that it is useless for a novice like me without a good manual.

Here is the test case I tried to tinker following the "Tutorial".

Quote:

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

```
using namespace Upp;
```

```
struct App : TopWindow
```

```
{  
    typedef App CLASSNAME;
```

```
    GridCtrl grid;
```

```
    App()
```

```
{  
    EditString name;  
    EditInt age;  
    Add(grid.SizePos());  
    grid.AddColumn("Name").Edit(name); //This doesn't work  
    grid.AddColumn("Age").Edit(age); //Or I am missing a callback not explained in help  
    grid.Add("Ann", 21)  
        .Add("Jack", 34)  
        .Add("David", 15);  
    //grid.WhenLeftDouble = THISBACK(ShowInfo); //This works  
    //grid.WhenRowChange = THISBACK(RandomColor); //This doesn't compile  
}
```

```
void ShowInfo()
```

```
{  
    PromptOK(Format("%s is %d years old", grid(0), grid(1)));  
}
```

```
void RandomColor()
```

```
{  
    grid.GetRow().Bg(Color(rand() % 255, rand() % 255, rand() % 255));  
}  
};
```

```
GUI_APP_MAIN
```

```
{  
  App().Run();  
}
```
