
Subject: Re: Is it possible to embed Ctrl into row (not cell) inside ArrayCtrl?

Posted by [Mindtraveller](#) on Mon, 26 Apr 2010 11:45:17 GMT

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mrjt, thank you very much for quick answer. But I'm afraid your example is not exactly what I wanted.

I try to embed Ctrl on regular basis (not as editing Ctrl, but as Ctrl that is seen even if row is not selected/edited). So I changed your example a bit to use ArrayCtrl::SetCtrl() instead of ArrayCtrl::Column::Edit().

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

```
using namespace Upp;
```

```
template <class T>
struct WithForcedHorz : public T
{
    virtual void Layout() {
        Rect r = GetRect();
        Size sz = 300;
        SetRect(0,2,300,r.Height());
        T::Layout();
    }
};
```

```
GUI_APP_MAIN
```

```
{
    TopWindow wnd;
    ArrayCtrl ctrl;
    WithForcedHorz<DropList> list[9];

    ctrl.AddColumn("Item");
    ctrl.AddColumn("Data");
    for (int i = 0; i < 9; i++) {
        String s = Format("Item %d", i+1);
        ctrl.Add(s, i);
        ctrl.SetCtrl(i, 0, list[i]);
        ctrl.SetLineCy(i, list[i].GetRect().Height()+2);
    }
    wnd << ctrl.SizePos();
    wnd.SetRect(Size(300, 400));
    wnd.CenterScreen().Sizeable();
    wnd.Run();
}
```

And it looks like embedded control is cropped by cell rectangle (that is in fact good behaviour). It looks like there is no way to embed Ctrl this way, so I'll try to set custom Display for my row and emulate needed control.
