
Subject: Re: array vs. array's items.id sorting/searching
Posted by [fudadmin](#) on Wed, 19 May 2010 11:12:03 GMT
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For my own GridCtrl class I have written a code that copies/pastes only unique column values (useful for databases...). Something like this:

//Grid1.h

VectorMap<String, int>& Unique(); //Value might be better?

//Grid1.cpp

VectorMap<String, int>& Grid1::Unique()

```
{
    static VectorMap<String, int> x;
    return x;
}
```

void Grid1::PumpInCol()

```
{
    int col=GetSelCol();
```

```
    Unique().Clear();
```

```
    for (int r=0; r< GetRowCount(); r++)
```

```
        Unique().GetAdd(AsString(Get(r,col)), 0)++;
```

```
    SelectCells(col,col,-1,-1);
}
```

void Grid1::PumpOutCol()

```
{
    Clear();
```

```
    Vector<int> order = UPP::GetSortOrder( Unique().GetKeys() );
```

```
    for(int i = 0; i < order.GetCount(); i++)
```

```
    {
        Add();
```

```
        String mylist = Unique().GetKey(order[i]);
```

```
// SetLast(0, i+1);
```

```
        SetLast(1, atoi(mylist));
```

```
// SetLast(2, Unique()[order[i]]); // 0 everywhere
```

```
// SetLast(1, AsString(Unique()[i]));
```

```
        SetLast(2, mylist.GetCount());
```

```
    }
```

void Grid1::PumpOutColM()

```
{
    for(int i = 0; i < Unique().GetCount(); i++)
    {
```

```
Add();  
SetLast(0, i+1);  
SetLast(1, Unique().GetKey(i));  
SetLast(2, Unique()[i]);  
}  
  
}
```

Maybe it would give you some ideas.
