
Subject: Re: SqlCtrls and IsModified()

Posted by [mirek](#) on Thu, 17 Jun 2010 07:38:39 GMT

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see why:

SqlCtrls::Load calls would somehow automatically reset some modification flag internally to the SqlCtrls object. But then again I see this SqlCtrls::ClearModify() method and got a wakeup call,

Anyway, this might come up as somebody else's doubt too, so I thought I should post it. Sorry for taking up your time...

Many thanks!

Actually, it somewhat comes to my surprise you bother to test it at all.

Usually, I am using SqlCtrls for dialog that edits some database row. Then it is simply, if user presses OK I do update...

BTW, my usual set of methods looks something like this:

```
PriceEntryDlg::PriceEntryDlg()
{
  CtrlLayoutOKCancel(*this, "Entry");
  ctrls
    (IMPRESSIONS, impressions)
    (REGION, region)
    (DURATION, duration)
    (PRICE, price)
  ;
}
```

```
void ProductSchemaDlg::NewPe()
{
  if(!product.IsCursor())
    return;
  PriceEntryDlg dlg;
  if(dlg.Execute() == IDOK) {
    SQL * dlg.ctrls.Insert(PRICE)(PRODUCT_ID, product.GetKey());
    int id = SQL.GetInsertedId();
    price.ReQuery();
    price.FindSetCursor(id);
  }
}
```

```
void ProductSchemaDlg::EditPe()
{
    int id = price.GetKey();
    if(IsNull(id))
        return;
    PriceEntryDlg dlg;
    dlg.ctrls.Load(PRICE, ID == id);
    if(dlg.Execute() == IDOK) {
        SQL * dlg.ctrls.Update(PRICE).Where(ID == id);
        price.ReQuery();
    }
}
```

where product is master SqlArray and price is the SqlArray of those edited rows.

Mirek
