
Subject: Re: Some petitions for GridCtrl
Posted by [unodgs](#) on Thu, 01 Jul 2010 12:35:20 GMT
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koldo wrote on Tue, 29 June 2010 05:11Hello Uno

I have some petitions to be implemented in GridCtrl.
If they are already implemented please tell me how to do it:

1. A kind of FindColumn function

Giving a column name, it returns its column index.

It could be like this:

```
int GridCtrl_FindColumn(GridCtrl &grid, String &colName) {  
    for (int i = 0; i < grid.GetColumnCount(); ++i) {  
        if (grid.GetColumnName(i) == colName)  
            return i;  
    }  
    return -1;  
}
```

There is only FindCol(int id). I've never needed searching by column name that's why such method doesn't exist

Quote:

2. Copy to Clipboard including column names row

At least an option to let this copy to clipboard behavior.

This way when copying a grid to an spreadsheet the column names would appear.

I will modify SetClipboard method to do that

Quote:

3. A kind of ReadCol function

A function to read a column (or part of it)

It could be like this:

```
Vector<Value> ReadCol(GridCtrl& grid, int col, int begin, int end)  
{  
    if (begin < 0 || end >= grid.GetRowCount() || col < 0 || col >= grid.GetColumnCount())  
        throw Exc(t_("Wrong param. in ReadCol"));  
  
    Vector<Value> v;  
  
    for(int i = begin; i <= end; i++)  
        v.Add(grid(i, col));  
    return v;  
}
```

There's only ReadRow. I agree having ReadCol would be useful too

Quote:

4. A kind of GetGridData/SetGridData functions

Some functions to set GridCtrl data to a Vector<Vector<Value> > and the opposite.
They could be like this:

```
Vector<Vector<Value> > GetGridData(GridCtrl& grid) {
    Vector<Vector<Value> > data;

    for (int row = 0; row < grid.GetRowCount()+1; ++row)
        data.Add(grid.ReadRow(row));

    return data;
}

void SetGridData(GridCtrl& grid, Vector<Vector<Value> > &data) {
    grid.Clear(true);
    if (!data.IsEmpty()) {
        int nrow = data.GetCount();
        int ncol = data[0].GetCount();
        for (int col = 0; col < data[0].GetCount(); ++col)
            grid.AddColumn(data[0][col]);
        grid.SetRowCount(data.GetCount()-1);
        for (int row = 0; row < grid.GetRowCount(); ++row)
            for (int col = 0; col < grid.GetColumnCount(); ++col)
                grid(row, col) = data[row+1][col];
    }
}
```

I'm not sure if these methods should be part of grid api. I'll think about that.

Quote:

5. Xmlize

A simple implementation could be like this

```
template <T> void Xmlize(XmlIO xml, GridCtrl& r) {
    Vector<Vector<Value> > data;

    if(xml.IsLoading()) {
        xml("data", data);
        SetGridData(r, data);
    } else {
        data = GetGridData(r);
        xml("data", data);
    }
}
```

Yes, easy loading/saving from/to xml would be nice.

I'll try to add most of requested functionality in a few days.