
Subject: Re: ArrayCtrl and converters

Posted by [mrjt](#) on Wed, 21 Jul 2010 14:41:58 GMT

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Firstly, instead of using Disable on the EditCtrls you could use ReadOnly and ClearFrames to get what you want.

But I'm pretty you actually want to use ArrayCtrl::SetDisplay. You can even link it to any Convert classes you have:

```
template<class T>
class ConvertDisplay : public Display
{
private:
    T convert;
public:
    virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
    const
    {
        Display &d = StdDisplay();
        d.PaintBackground(w, r, q, ink, paper, style);
        d.Paint(w, r, convert.Format(q), ink, paper, style);
    }
};
// For instance:
typedef ConvertDisplay<ConvertHex> DisplayHex;
```

(untested, but the principle is sound)
