
Subject: Re: ColumnList question (move and delete item)

Posted by [mirek](#) on Tue, 25 Apr 2006 18:26:44 GMT

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OK, added.

Will be in next release, however, if you really need it now, just add/replace these methods in ColumnList:

```
void ColumnList::Insert(int ii, const Value& val, bool canselect)
{
    Item& m = item.Insert(ii);
    int c = -1;
    if(cursor >= ii) {
        c = cursor + 1;
        KillCursor();
    }
    m.value = val;
    m.sel = false;
    m.canselect = canselect;
    m.display = NULL;
    Refresh();
    SetSb();
    if(c >= 0)
        SetCursor(c);
}
```

```
void ColumnList::Insert(int ii, const Value& val, const Display& display, bool canselect)
{
    Insert(ii, val, canselect);
    item[ii].display = &display;
}
```

```
void ColumnList::Remove(int ii)
{
    int c = -1;
    if(cursor >= ii) {
        c = max(ii, cursor - 1);
        KillCursor();
    }
    item.Remove(ii);
    Refresh();
    SetSb();
    if(c >= 0)
        SetCursor(c);
}
```

```
void ColumnList::Add(const Value& val, bool canselect)
{
    Insert(item.GetCount(), val, canselect);
}
```

```
void ColumnList::Add(const Value& val, const Display& display, bool canselect)
{
    Add(val);
    item.Top().display = &display;
}
```

Mirek
