Subject: Help needed to program an array ctrl.
Posted by 281264 on Sun, 29 Aug 2010 16:34:13 GMT

Hi,

I need some help in programming an array control. The objective is:

1.- to manage a list of objects; each object is actually a struct called Layer. Each layer has the following variables:

 a) A String for its name;
 b) A bool for determining whether the layer is on/off;
 c) A bool for determining whether the layer is current layer;
 d) A bool for determining whether the layer is lock/unlock;
 e) A Color for its colour.

2.- From the visual/functional point of view these are the requisites in the array control:

 a) The String it is just an editor; no special feature;
b) Layer on/off: it has to be represented by an image of a bulb, which status on/off is depicted by

c) Selection of current layer: I think that this should be a Switch ctrl. Evidently, only one layer can be the current.
 d) lock/unlock: similar to b) but with a different image(s).
 e) Colour: I have found that ColorPusher ctrl suits this feature well.

3.- All the layers will be stored in a Vector.

in the manual is a bit confusing (at least to a newcomer like me). I would really appreciate some help/hints.

Many thanks,

Javier