
Subject: Re: how to set/get data in a composite embedded ctrl in an arrayctrl

Posted by [mirek](#) on Sat, 06 May 2006 05:02:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

forlano wrote on Fri, 05 May 2006 20:06Hello,

here is a new variant of a code already posted in this forum. We have an arrayctrl with two column of which the second one contains a composite embedded ctrl (editint+label). The click on the button start the scan of the rows to get their value.

I would like to get some hint for the followomg tasks:

1. how to GET the data of editint in row 'i' ;
2. how to SET the data of editint in row 'i' ;

I am able to perform this task in case of a single control in the cell but with two in the cell I'm lost

.
Thank you
Luigi

```
#include <CtrlLib/CtrlLib.h>

#define LAYOUTFILE <edithelp/a.lay>
#include <CtrlCore/lay.h>

//----- begin class -----
class EditLabel : public WithEditLabel<TopWindow> {
public:
    typedef EditLabel CLASSNAME;
    void WriteLabel();
    EditLabel();
};

void EditLabel::WriteLabel()
{ lbl.SetLabel( AsString(~edit) );
  SetFocus();
}

EditLabel::EditLabel()
{ CtrlLayout(*this, "");
  edit <<= THISBACK(WriteLabel);
}

void Extra2(One<Ctrl>& ctrl)
{ ctrl.Create<EditLabel>();
}

//----- end class -----

ArrayCtrl arr;
```

```

void getvaluearray()
{ for(int i=0; i<arr.GetCount(); i++)
  { Exclamation( AsString ( arr.Get(i, 0) ) ); // get data in column 0
    // how to get the editint value in column 1?
  }
}

GUI_APP_MAIN
{
  TopWindow w;

  Button btn;

  arr.AddColumn("col1",20);
  arr.AddColumn("col2",20).Ctrls(Extra2);
  arr.SetLineCy(20);

  arr.Add("aaa");
  arr.Add("bbb");
  arr.Add("ccc");
  arr.SizePos();
  w.Add(arr);
  w.Add(btn);
  btn.SetLabel("Get data").LeftPosZ(72, 116).TopPosZ(292, 20);
  btn.WhenAction = callback(getvaluearray);
  w.Run();
}

LAYOUT(EditLabel, 96, 19)
  ITEM(EditInt, edit, LeftPosZ(2, 32).TopPosZ(1, 17))
  ITEM(Label, lbl, SetFrame(ThinInsetFrame()).LeftPosZ(36, 60).TopPosZ(1, 17))
END_LAYOUT

```

Hopefully, despite Aris' despect, this time U++ is ortogonal:

To get/set Value, you use "SetData"/"GetData". The same applies to composite Ctrl, just in this case you will need more than single Value. The solution is ValueArray which can pack more Values into single value. Therefore:

```

void MyCompositeCtrl::SetData(const Value& v)
{
  ValueArray va = v;
  myintedit <<= va[0];
  mytextedit <<= va[1];
  ....
}

```

```
....  
ValueArray va;  
va.Add(1);  
va.Add("Hello");  
arrayctrl.Set(1, 1, va);
```

Mirek
