
Subject: Wrapping text in ArrayCtrl cells

Posted by [bushman](#) on Thu, 03 Feb 2011 22:14:39 GMT

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How to add text rows to an ArrayCtrl, keeping cell widths constant, and at the same time resizing when it does not fit cell size.

```
// in .h file:  
ArrayCtrl wraparray;  
  
...  
  
// somewhere in code initialization:  
wraparray.AddColumn().Ctrls(THISBACK(CreateDocEdit));  
  
...  
  
// DocEdit factory callback:  
MyProg::CreateDocEdit(One<Ctrl>& x)  
{  
    x.Create<DocEdit>().NoBackground().SetFrame(NullFrame()).Disable();  
}  
  
...  
  
// Adding rows: here's where I guess things go wrong!  
void MyProg::AddRowsToWrapArray(Vector<Value>& rows)  
{  
    int line, cy_height;  
    const int FONT_HEIGHT = GetTextSize("text sample", GetStdFont()).cy;  
  
    // this is weird, but necessary, or last included row won't show properly:  
  
    if(wraparray.GetCount() > 0)  
        wraparray.Remove(wraparray.GetCount() - 1);  
  
    for(int ix = 0; ix < rows.GetCount(); ix ++){  
        wraparray.Add(rows[ix]);  
        line = wraparray.GetCount() - 1;  
        DocEdit * de = (DocEdit*)wraparray.GetCtrl(line, 0);  
        cy_height = (de->GetLineCount() + 1)*FONT_HEIGHT;  
        de->SetRectY(0, cy_height);  
        wraparray.SetLineCy(line, cy_height);  
        de->RefreshLayout();  
    }  
}
```

```
// this is weird, but necessary, or last included row won't show properly:  
wraparray.Add();  
}
```

the DocEdit's do not seem to resize right, and I really would not like that the DocEdit scrollbars showed up for scrolling down hidden text because of wrong resizing.

What am I doing wrong?

Is there another simpler way of doing it?

Could it be possible to have a method like "void SetWrapLines(bool wrap = true);"

for ArrayCtrl?

Thanks!!
