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!!
