
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!!
