Subject: Re: how to set/get data in a composite embedded ctrl in an arrayctrl
Posted by mirek on Sun, 07 May 2006 17:57:20 GMT

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forlano wrote on Sat, 06 May 2006 07:32luzr wrote on Sat, 06 May 2006 07:04P.S.: Now seing your post, your situation is much more simple, as you have just single child Ctrl... In that case you do not need ValueArray, just implement SetData to use single value to set single child Ctrl...

Mirek

Mirek,
I'm sorry but I was unable to catch what to do.
Anyway, I miss a method that permit me to get the object in a cell. The object could be a simply edit, or a composite widget (for example editstring+editint+label+...) defined as class somewhere else with/without the help of layout. Then with something like
child = array.GetCtrlCell(row, col); I would get in my hand whatever is inside the cell and start to do with it (by 'child.objectspecificproperty()) any weird thing i like... get data, set data,..., and expecially set the focus where I want so that I can stop to fight with this lazy array cursor that do not follow the click on the embedded ctrl. This seems to me much simpler and after it the array would stop to be an headcache (for me) for some more complex task... but of course I am unaware of the all exisisting methods that perhaps are even easier.
At the moment I feel to deal with the arrayctrl in somehow too complex or at least not immediate way when the cell contains not a static data to be set/get. This contrast a lot with the amazing simplicity of all the remaining ctrls and tools available in U++.

Luigi

Actually, this is most likely caused by the fact that ability to have "embedded" Ctrls is very recent, means this part is not as matured. In fact, I was thinking about "GetCellCtrl" for some time now, for similar reasons.

The only not very elegant issue is that such function will require to return generic "Ctrl *", requiring downcast.....

Mirek