Subject: GridCtrl column's .Edit
Posted by Wlad on Fri, 11 Mar 2011 10:44:18 GMT
View Forum Message <> Reply to Message

I want to reset the instance of GridCtrl every time (and frequently)
The main purpose of sucj behavior is to tune GridCtrl to many different float 2d arrays with different sizes.

I do such sequence of actions:

```
...
grid.Clrear(true);
....
grid. .... .Editing()..SelectRow(false). ...
...
//bla-bla-bla
....
//------------------
static void SetGridTHeader( GridCtrl& grid, float* t, int tCount, Ctrl& ctrl  )
{
   for( int i = 0; i < tCount; ++i )
   {
      float value = t[i];
      grid.SetFixed( 0, i+1,::FormatDoubleFix(value, 0, /*FD_SIGN|*/FD_ZERO) );
      grid.GetColumn( i ).Edit( ctrl );
   }
}
```
Note! All cells are of float type.
The upmost row (header) is the set of temperature.
The "working cells" are any coefficients used in my application.
Is it right way (ctrl may be the same instance for all columns) or I MUST to pass to .Edit DIFFERENT instances of EditDouble?