
Subject: Re: GridCtrl: detecting a change of a search string

Posted by [Novo](#) on Sun, 26 Jun 2011 13:17:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Sun, 26 June 2011 07:11 Could you explain what you mean by "find.WhenEnter it also will be reset when search options change"?

```
void GridCtrl::SetFindOpts(int n)
{
    switch(n)
    {
        case 0:
            search_immediate = !search_immediate;
            if(!search_immediate)
            {
                find <=<= THISBACK(Nothing);
                find.WhenEnter = THISBACK(DoFind);
            }
            else
            {
                find <=<= THISBACK(DoFind);
                find.WhenEnter = THISBACK(Nothing);
            }
            break;
        case 1:
            search_hide = !search_hide;
            if(!String(~find).IsEmpty())
            {
                if(!search_hide)
                    ShowRows();
                else
                    DoFind();
            }
            break;
        case 2:
            search_highlight = !search_highlight;
            if(!search_highlight)
            {
                ClearFound(false);
                Refresh();
            }
            else
                DoFind();
            break;
        case 3:
            search_case = !search_case;
            DoFind();
    }
}
```

```
    break;  
}  
}
```

GridCtrl::SetFindOpts() resets find.WhenEnter and find.WhenAction when search_immediate option is changed. Sorry, it is just one option.

I believe member find was made public by mistake.
