
Subject: Re: ArrayCtrl: Display depending by value in other column

Posted by [Novo](#) on Thu, 15 Dec 2011 03:44:56 GMT

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mirek wrote on Tue, 13 December 2011 12:52

```
arrPlayerRes.AddColumn("Pnt1", t_("Score"),  
5).AddIndex("RATED").SetDisplay(Single<ColoredStatus>());
```

```
arrPlayerRes.AddColumnAt("RATED", t_("RATED"), 4);
```

Now ColoredStatus will be getting ArrayMap instead of single Value.

Well, documentation for Column::AddIndex() says that "The newly created index is assigned the given identifier.". At the same time documentation for Column::Add() says that it "Adds another source data index to the list of source indices used as the data for the given output column."

So, based on this documentation I'd use Add() instead of AddIndex().

And there is no notion of getting ArrayMap instead of single Value in documentation.

I understand that documentations is not fun to write and to read. I never write or read it myself. But something like KNOWLEGE BASE, something that in a VERY SHORT FORM lists and describes used concepts and relationships among them would be extremely useful. What is ArrayCtrl made from, how this stuff can be combined, and what will be the outcome. No lyrics, just concepts and relationships.