Subject: Re: Retreiving data from sorted GridCtrl
Posted by Sender Ghost on Thu, 23 Aug 2012 17:34:20 GMT
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Hello, Nick, Uno.

unodgs wrote on Thu, 23 August 2012 10:09Use:

Item& GetItem(int n, int m)

n is a row number related to sort order used to paint the grid.

The GridCtrl::Item& GetItem(int n, int m) method of GridCtrl is private. Did you mean GridCtrl::Item& GridCtrl::GetCell(int n, int m) method?

nixnixnix wrote on Wed, 22 August 2012 23:09When I sort a GridCtrl, I find I can still retrieve data by the original row number for the Ctrls that I have added myself as, of course, they can be accessed by their original index in my Array of Ctrl objects. However, I do not see how to access data that is just sitting in the GridCtrl itself and that is not longer in its original row due to sorting. I know there must be a way to do this already but how?

In case of manually created Ctrls inside of Array and assigned to GridCtrl through GridCtrl::SetCtrl method, there is also possible to use int GridCtrl::GetRowId() const or int GridCtrl::GetRowId(int n) const public methods to get "original index" for selected or appropriate row. Then you could use it for Array of unsorted Ctrl objects.

There are also Ctrl *GridCtrl::GetCtrl(int c) and Ctrl *GridCtrl::GetCtrl(int r, int c) methods to access Ctrl object through pointer:

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```
#include <GridCtrl/GridCtrl.h>

using namespace Upp;

void CreateEditString(One<Ctrl>& ctrl) {
 EditString& edit = ctrl.Create<EditString>();
 edit.NoWantFocus();
}

class App : public TopWindow {
public:
 typedef App CLASSNAME;
 App();

 GridCtrl list;
 StaticText text;

 void OnCursor();
};

App::App()
{
 Title("GridCtrl sorting example");
 Sizeable().Zoomable();
 const Size sz(320, 240);
 SetMinSize(sz); SetRect(sz);

 list.Chameleon().Sorting();
 list.AddColumn("Index").Ctrls(CreateEditString);
 list.WhenCursor = THISBACK(OnCursor);

 text.SetFrame(ThinOutsetFrame());
 text.SetImage(CtrlImg::smallright(), 4);

 list.Ready(false);
 for (int i = 0; i <= 10; ++i) {
  list.Add(AsString(i));
 }
 list.Ready(true);

 OnCursor();

 Add(list.VSizePosZ(4, 27).HSizePosZ(4, 4));
 Add(text.BottomPosZ(4, 19).HSizePosZ(4, 4));

}

void App::OnCursor()
{
 const int cursor = list.GetCursor(), id = list.GetRowId();
#if 1
 EditString *ctrl = reinterpret_cast<EditString *>(list.GetCtrl(id, 0));
 if (ctrl)
  text.SetText(Format("cursor = %d; id = %d; Value = \"%s\"", cursor, id, ctrl->GetData()));
#else // But also enough to use GridCtrl::Get method in this case
 text.SetText(Format("cursor = %d; id = %d; Value = \"%s\"", cursor, id, list.Get(cursor, 0)));
#endif
}

GUI_APP_MAIN
{
 App app;
 app.Run();
}
```

Edit: Clarified some moments.