
Subject: Re: void SetDisplay(int r, int c, GridDisplay& gd);

Posted by [deep](#) on Mon, 19 Nov 2012 10:11:24 GMT

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Hi All

I added following function in GridCtrl.cpp

It looks like working.

```
void GridCtrl::SetDisplay(int r, int c, GridDisplay& gd)
{
    GetItem( r + fixed_rows, c + fixed_cols ).SetDisplay(gd);
}
```
