Subject: Re: ArrayCtrl cell color
Posted by fudadmin on Wed, 28 Jun 2006 12:06:49 GMT
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forlano wrote on Tue, 27 June 2006 23:49
I googled "Singleton pattern" and at the end I decided that it is better to use the code without to understand . The topic seems for advanced C++ users while I've started a few monthes ago.
I am a simple user that need widgets that can dialog among them easily and that their properties can be set the same easily. After few monthes U++ thought me to think in the easier, lazier and non verbose way to reach the goal. For this reason sometimes I feel unconfortable and a bit angry, , when some operation need to be done in a too elegant, powerfull and smart way but that I do not understand.
In our case, for example, I would instinctively think about some method like array.SetBgColor(int i, int j) or array.SetPaper(int i, int j) to set the background color of a cell.
Of course I do not know all the environment and my point of view is simply faulty. Nevertheless I am sure that such a direct methods one day not to far will appear .

Luigi

array.SetBgColor(int i, int j) ??? OR:
array.AddColumn("value").SetDisplay(Single<NumbersOnRed>());
I see that as an analogue between plain HTML and CSS.
While I haven't studied to much the Display (or sigleton patterns at all ) and my C++ experience is not too much advanced but I think the idea of Display is super great because of flexibility and huge memory savings esp. for big ArrayCtrls? And you can "attach" one property to range of cells.

Each cell (or her "master" -column), instead of keeping and reading properties as members, goes (by following pointers?) to a memory place where sharable property is kept. You could use only SetDisplay(NumbersOnRed) if NumbersOnRed meets the requirements.
But, as I understand, Single ensures (by adding some extra "shape" to that memory place) that there is only one (single) such memory place created when needed.
Is my understanding correct?