Subject: GridCtrl: Repaint bug?
Posted by forlano on Sun, 25 May 2014 08:05:24 GMT

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Hello,

I have a gridctrl that is sorted via a multisort each time it is feeded.
Unfortunately the grid is multisorded ONLY the first time.
Look at the first picture:
I click the left grid (third row) and some data go in the right grid that is sorted as I want with this
code in the callback

```
...
arrPlayer.MultiSort(1, GridCtrl::SORT_DOWN)
    .MultiSort(2, GridCtrl::SORT_DOWN)
    .MultiSort(0, GridCtrl::SORT_UP);
arrPlayer.Repaint();
...
```

Now, if I repeat the same operation (Clear the grid and feed again with the same data) I get this
result

So the TB column (the second one to be sorted) is not sorted properly.
I do not know if this is a Repaint() problem or I need to restart/reset in some way the grid in order
to be ready to perform a new multisort.

Thanks,
luigi

File Attachments
1) pic1.png, downloaded 716 times
2) pic2.png, downloaded 635 times