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Subject: GridCtrl: how to modify the cell content before to accept the row

Posted by [forlano](#) on Mon, 15 Sep 2014 16:25:56 GMT

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Hello,

I have a question about GridCtrl with two embedded ctrls via .Edit().

I prepared a test case with a GridCtrl and two columns, each one contain an EditString. This is the code

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <testgrid/testgrid.lay>
#include <CtrlCore/lay.h>
```

```
class testgrid : public WithtestgridLayout<TopWindow> {
    EditString editName, editCountry;
public:
    typedef testgrid CLASSNAME;
    testgrid();
    void OnAcceptRow();
};
```

```
testgrid::testgrid()
{
    CtrlLayout(*this, "Window title");
    grid.AddColumn("Name", "Name", 12).Edit(editName);
    grid.AddColumn("Country", "Country", 4).Edit(editCountry);
    grid.WhenAcceptRow = THISBACK(OnAcceptRow);
}
```

```
void testgrid::OnAcceptRow()
{
    grid.CancelAccept();
    if ( !IsNull(AsString(~editName)) ) {
        Exclamation("The Name field cannot be empty!");
        return ;
    }
    if ( !IsNull(AsString(~editCountry)) ) editCountry <= "Mycountry";
    grid.cancel_accept=false;
}
```

```
GUI_APP_MAIN
```

```
{  
    testgrid().Run();  
}
```

I add a row by a mouse right click;  
then enter a string in the first column and leave empty the second one;  
then press ENTER.

This should trigger the OnAcceptRow callback. It correctly performs the check on editName but do not perform any action on editCountry that remain void. Instead I would like to avoid that editCountry remain empty.

I do not want to use the .Default() method because the data to put in the grid may change at runtime.

What am I missing?

Thanks,  
Luigi

## File Attachments

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1) [testgrid.rar](#), downloaded 340 times

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