
Subject: Re: How to Xmlize gridctrl

Posted by [idkfa46](#) on Wed, 29 Apr 2015 19:35:53 GMT

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Hi all,

thanks for your helps. I tried to Xmlize a editable fields storing them in a Vector<Value> .

It works but I have an issue loading my xml. I can add them in a new row but I'm not able to edit an existent one.

here is my code (where geomGrid is my GridCtrl):

```
virtual void Xmlize(XmlIO xml)
{
    Vector<Vector<Value> > grid;
    if(xml.IsStoring()){
        for(int r=0; r<geomGrid.GetCount(); r++){
            Vector<Value> row;
            for(int c=0; c<geomGrid.GetColumnCount(); c++){
                row << geomGrid.Get(r,c);
            }
            grid.Add(row);
        }
    }
}
```

```
ConnettoriCtrl::Xmlize(xml);
xml
//("Geometria", geomGrid)
("Geometria", grid)
("Connettore1", bullonedl)
("Connettore2", passEdit)
("Connettore3", AresEdit)
("Connettore4", CdRAcciaiodl)
("Connettore5", fukEdit)
("RopeEffect1", ropeOption)
("RopeEffect2", ArondellaEdit)
;
```

```
if(xml.IsLoading()){
    for(int r=0; r<grid.GetCount(); r++){
        geomGrid.Add(grid[r]);
    }
}
}
```

it works with geomGrid.Add(grid[r]) but there is no way to edit the existing rows with

```
...
if(xml.IsLoading()){
    for(int r=0; r<grid.GetCount(); r++){
        geomGrid.Set(r, grid[r]);
    }
}
...
```

Where am I wrong again?

Regards,
Matteo
