
Subject: Re: TreeGrid Control - Update 6
Posted by [slashupp](#) on Wed, 13 Jan 2016 12:23:20 GMT
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hi koldo

I spotted one error: Cell::operator=(..) - return-type should be void not Cell&

Did you do a global replace of size_t with int? Why? I'm a bit baffled by this. I know that I sometimes rely on size_t being always >= 0 ... can't remember if I do in this code, more likely than not.

<s>I do use STL quite a lot - mainly because I know it well enough and also because I write modules that I can re-use in non-Upp apps/environments. For the treegrid-package I removed those modules, but you'll find some of them in the sfm-package as an example. As for Upp::String, Upp::Vector, Upp::others.. I'm fine with using them in Upp-UI-environment, but elsewhere?-the jury is still out on that. (on this topic: I normally delete the line "using namespace Upp;" and use Upp::... - it is the better/conventional practice and it gives back those nice names Upp has used :)</s>

edit:

needed to write a custom editor & had to use unicode extensively, and then I found that the String and LineEdit classes already

does everything I need - having had a look at what is required to implement unicode compliance from scratch I can now

truly appreciate the effort that went into creating these classes - so I guess the jury came back all positive for the Upp::*classes

(also am realizing how much effort & time I wasted on reinventing stuff)

Will soonish republish the refactored ctrl here