
Subject: Re: Custom/Weird Array Setup

Posted by [Lance](#) on Fri, 01 Apr 2016 19:38:24 GMT

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To save you some search into GridCtrl code. Also, text clipping added.

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

```
using namespace Upp;
```

```
// An adhoc protocol
// A cell will merge all consecutive cells right to it and with Null value.
//
// note, there is still (at least) one missing piece, the text is not clipped to cell rect
class QtfGridDisplay : public GridDisplay {
public:
    virtual void Paint(Draw& w, int x, int y, int cx, int cy, const Value& val, dword style,
        Color& fg, Color& bg, Font& fnt, bool found, int fs, int fe)
    {
        GridCtrl *p=this->parent;
        Color rgb=parent->Get(row,0)!=1? bg: (style&GD::CURSOR)? Color(0,200,85):Color(0,250,128);

        int realcx=cx;
        if(col!=1 && IsNull(p->Get(row,col)))
            return; // the cell is merged, so no painting for it

        for(int c=col+1; c<p->GetColumnCount();++c)
            if(IsNull(p->Get(row,c)))
                realcx+=p->GetWidth(c+2);
            else
                break;
        w.DrawRect(x,y,realcx,cy, rgb);
        w.Clip(x,y,realcx,cy);
        DrawSmartText(w,x,y,realcx,String(val),fnt,fg);
        w.End();
    }

    static QtfGridDisplay& get(){ static QtfGridDisplay d; return d; }
};

class GridHilite : public TopWindow {
public:
    typedef GridHilite CLASSNAME;
    GridHilite();
```

```

private:
    GridCtrl grid1;
};

GridHilite::GridHilite()
{
    grid1.AddHiddenColumn("bg");
    grid1.AddColumn("Label");
    grid1.AddColumn("Action");
    grid1.AddColumn("NFC");
    grid1.AddColumn("Description");

    grid1.SetDisplay(QtGridDisplay::get());

    String s="\1[ [ *+75 Set Flags]&[ [@5+75 MiguelFollowing`=true]&[ [@5+75
MiguelLeaving`=false]&[ [@5+75 MiguleWandering`=false]]]";
    grid1.AddRow(1,"\1[*+75 Wander]",s).Height(GetSmartTextHeight(s,500));
    //grid1.JoinCells(2,0,4,0);

    grid1.AddRow(0,"","\1[*+75 Trigger]",","\1[*+75Trigger nsfwander]");

    // Here are 4 plain text, I will put it in the 2nd column, and make it with hilite background;
    String s1="Line 1";
    String s2="grid1.VertGrid(false).HSizePosZ(2,2).VSizePosZ(2,2)";
    String s3="grid1.AddColumn(\"Description\")";
    String s4="OK, that's about it";

    String combined=String().Cat(<<"\1'<<"[ [ *+75 "<<DeQtff(s1)<<"]&]"
    "[ [@5+75 "<<DeQtff(s2)<<"]&]" // use DeQtff to escape certain special characters
    "[ [@5+75 "<<DeQtff(s3)<<"]&]" // use MainMenu->Assist->QtDesigner to get markup strings.
    "[ [@5+75 "<<DeQtff(s4)<<"]]" );

    grid1.AddRow(1,"",combined,Null,"\1[*+75 Here]")
        .Height(GetSmartTextHeight(s,500));

    grid1.VertGrid(false).HSizePosZ(2,2).VSizePosZ(2,2);
    Add(grid1);
}

GUI_APP_MAIN
{
    GridHilite().Run();
}

```