
Subject: gridctrl won't map to schema

Posted by [mtdew3q](#) on Sun, 22 Sep 2019 03:32:56 GMT

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Hi all-

I am not sure why my schema won't map to GridCtrl.

Anyone know what can cause that? I put some source code at the bottom of this msg.

Maybe someone will notice what I did wrong right away.

Thanks for any help,
roboloki

```
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (16): error: 'ID' was not declared in this scope
(): eg.AddIndex( I D );
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (16): note: suggested alternative: 'SID'
(): eg.AddIndex( I D );
(): SID
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (17): error: 'CATID' was not declared in this scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (18): error: 'TASKID' was not declared in this
scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (19): error: 'DT' was not declared in this scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (20): error: 'DT2' was not declared in this scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (21): error: 'TM' was not declared in this scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (22): error: 'TM2' was not declared in this scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (23): error: 'LOC' was not declared in this scope
C:\Ultimate++\uppl\MyApps\roominder\main.cpp (24): error: 'EVENT' was not declared in this
scope
```

```
[code]#include "schedule.h"
#include <CtrlLib/CtrlLib.h>
```

```
#include <Sql/sch_schema.h>
#include <Sql/sch_source.h>
```

```
Cantonedu::Cantonedu(){
}
```

```
void Cantonedu::Setup() {
```

```
    CtrlLayout(*this, String(t_("roominder")) + " 1.0");
```

```

eg.AddIndex(ID);
eg.AddColumn(CATID, t_("Category")).Edit(cId);
eg.AddColumn(TASKID, t_("Task")).Edit(tId);
eg.AddColumn(DT, t_("Start Date")).Edit(d1).Default(GetSysDate());
eg.AddColumn(DT2, t_("End Date")).Edit(d2).Default(GetSysDate());
eg.AddColumn(TM, t_("Start Time")).Edit(t1);
eg.AddColumn(TM2, t_("End Time")).Edit(t2);
eg.AddColumn(LOC, t_("Location")).Edit(es);
eg.AddColumn(EVENT, t_("Event")).Edit(ev);
    eg.Appending().Removing().Editing().Accepting().Canceling();
eg.RejectNullRow();
// eg.WhenInsertRow = THISBACK(InsertEG);
// eg.WhenUpdateRow = THISBACK(UpdateEG);
// eg.WhenRemoveRow = THISBACK(RemoveEG);
eg.SetToolBar();

}

```

GUI_APP_MAIN

```

{
    SQL;

    Sqlite3Session sqlite3;
    if(!sqlite3.Open(ConfigFile("slashdb"))) {
        Exclamation("Can't create or open database file\n");
        return;
    }

    SQL = sqlite3;

#ifdef _DEBUG
    SqlSchema sch(SQLITE3);
    sqlite3.SetTrace();
    All_Tables(sch);
    if(sch.ScriptChanged(SqlSchema::UPGRADE))
        Sqlite3PerformScript(sch.Upgrade());
    if(sch.ScriptChanged(SqlSchema::ATTRIBUTES))
        Sqlite3PerformScript(sch.Attributes());
    if(sch.ScriptChanged(SqlSchema::CONFIG)) {
        Sqlite3PerformScript(sch.ConfigDrop());
        Sqlite3PerformScript(sch.Config());
    }
    sch.SaveNormal();
    sqlite3.SetTrace();
#endif
}

```

```

Cantonedu suny;
LoadFromFile(suny);
suny.Setup();
suny.Run();
StoreToFile(suny);

}

```

```

#include <GridCtrl/GridCtrl.h>
#include <CtrlLib/CtrlLib.h>
#include <Core/Core.h>
#include <plugin/sqlite3/Sqlite3.h>

```

```

using namespace Upp;

```

```

#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>
#define MODEL <roominder/schedule.sch>
#include "Sql/sch_header.h"

```

```

#define LAYOUTFILE <roominder/chips.lay>
#include <CtrlCore/lay.h>

```

```

class Cantonedu : public WithRooLayout<TopWindow>
{
public:
    typedef Cantonedu CLASSNAME;

    GridCtrl eg;
    Splitter spl;
    DropDate d1, d2;
    EditTime t1, t2;
    EditString es, ev;
    EditInt cld, tld;

    Cantonedu();
    void Setup();
    void InsertEG();
    void UpdateEG();
    void RemoveEG();

};

```

#endif

```
TABLE_(SCHEDULE)
INT_(id) PRIMARY_KEY
DATE_(dt)
TIME_(tm)
DATE_(dt2)
TIME_(tm2)
STRING_(loc,40)
INT_(taskId)
STRING_(event,55)
INT_(catId)
END_TABLE
```
