
Subject: Re: How to create a Ctrl on selection?

Posted by [mirek](#) on Thu, 24 Oct 2019 17:33:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

SidusBrist wrote on Thu, 24 October 2019 14:32I tried but nothing happens... I click on the row but the box doesn't appear

```
table.AddRowNumColumn(" ",45);
table.ColumnAt(0).SetDisplay(Single<WhiteFill>());
std::ifstream infile(pb);
std::string line;
while (std::getline(infile, line))
{
    std::istringstream iss(line);
    CobolField f(line.c_str());
    if (f.isField){
        fields.push_back(f);
        std::string columnDescription = "Da " + std::to_string(f.start+1) + " a " + std::to_string(f.end) + "
per " + std::to_string(f.size) + " byte";
        if (f.shortenedName!="FILLER"){
            table.AddColumn(f.shortenedName,120);
        }
        else {
            table.AddColumn(f.shortenedName,40);
            table.HeaderTab(table.GetColumnCount()-1).SetInk(Color(196,196,196));
        }
        if (f.isK001){
            Font font = table.HeaderTab(table.GetColumnCount()-1).GetFont();
            font.Underline(true);
            table.HeaderTab(table.GetColumnCount()-1).SetFont(font);
        }
        table.ColumnAt(table.GetColumnCount()-1).Tip(columnDescription.c_str());
        if (f.isAlpha){
            table.ColumnAt(table.GetColumnCount()-1).Edit(editString);
        }
        else {
            if (f.nDecimals>0){
                table.ColumnAt(table.GetColumnCount()-1).Edit(editDouble);
            }
            else {
                table.ColumnAt(table.GetColumnCount()-1).Edit(editInt);
            }
        }
        table.Appending().Removing().Duplicating();
        CobolField::fieldStart = CobolField::fieldStart + f.size;
    }
    if (f.isXSYS){
        break;
    }
}
```

```
}  
}  
table.SetLineCy(EditField::GetStdHeight());
```

P.S.: I just realized "AddColumn" returns the column so I don't need to always use `table.ColumnAt()`...

Hard to say from this snippet. How and `_where_` is 'editDouble' defined? Note that it must exist through the lifetime of `ArrayCtrl`.

Mirek
