Subject: Re: GridCtrl - get width column
Posted by BetoValle on Fri, 02 Jul 2021 02:41:38 GMT
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Hi,

my case had 14 columns and after that I added the names and initially set a ratio. As the names
of some columns were partially visible, so I wanted to build an function to just load the application
and at runtime better define the adjust aspect ratio to display the full names of the columns.
Among the initial question, I also started to take a look at the sources. In addition to your good
suggestion (because without it had no idea that the column displays accumulated width /
grid.GetWidth(index)). But it would be interesting who produced the sources also gradually
document the GridCtrl to also clarify the differences for example between fixed_cols, total_cols
and GetColumnCount() and mainly how use them!

So I also found grid.Header().GetColumnWidths() which returns a string with sizes delimited with
whitespace. This is now easier although you also have to remove spaces and index as below. I'll
just leave it registered here because it might be useful for other developers.

```
 LOG( " width by accumulated in column / fixed_cols / total_cols---------- " << EOL );

 for ( int i = gPr.fixed_cols; i <= gPr.total_cols; i++ )
 {
    if(i>1)
     LOG( "column " << gPr.GetColumnName(i-2).ToString() << ": " << (gPr.GetWidth (i) -
gPr.GetWidth (i- 1)) << EOL);
 }

 LOG(  " width by GetColumnWidths / GetColumnCount ----------- " << EOL);

      String s =  gPr.Header().GetColumnWidths();

 Vector<String> words = Split(s, [](int c) { return c == ':' || c == '\t' || c == ' ' || c == ',' || c == '.' ? 1 :
0; });
 Vector<String> vnome;
 for(const auto& r : words)
        vnome.Add( r );

 for ( int i = 0; i < gPr.GetColumnCount(); i++ )
   LOG( gPr.GetColumnName(i).ToString() << " width: " << vnome[i] << " \n");
```

Thanks