
Subject: Re: How can I set an image in GridCtrl cell ?
Posted by [fudadmin](#) on Sat, 26 Nov 2022 22:46:14 GMT
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If you want a view something like this:

One possibility is:

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

using namespace Upp;

#define IMAGEFILE "ImageGridCtrl/Icons.iml"
#define IMAGECLASS Images
#include <Draw/iml.h>

//from HomeBudget example
struct DispPM : GridDisplay
{
    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)
    {
        if (val==0)
            SetCenterImage(Images::one());
        else if (val==1)
            SetCenterImage(Images::two());
        else if (val==2)
            SetCenterImage(Images::three());
        else
            SetCenterImage(val);

        GridDisplay::Paint(w, x, y, cx, cy, Value(""), style, fg, bg, fnt, found, fs, fe);
    }
};

struct ImageGrid : TopWindow
{
    GridCtrl gr;
    ImageGrid() {

        gr.AddColumn("Images").SetDisplay(Single<DispPM>());

        for (int i = 0; i < 3; i++ )
        {
            gr.Add(i);
        }
    }
};
```

```

}
for (int i = 0; i < 10; i++ )
{
    int r = Random(255);
    int g = Random(255);
    int b = Random(255);

    Image img = CreateImage(Size(64,64), Color(r, g, b));
    gr.Add(img);
}

Add(gr.SizePos());
};
~ImageGrid() {;};
};

GUI_APP_MAIN
{
    ImageGrid().Title("ImageGrid").Run();
}

```

Another possibility would be something like this:
`gr.AddColumn("RichText").Ctrls<RichTextView>();`
 with a possible mini Uword Editor to add images and/or links.

Btw, for some reasons, I couldn't get to work this case:
`gr.AddColumn("ImageCtrl").Ctrls<ImageCtrl>();`
 which seems the most logical to use...

P.S. I see you need some help with answering questions on forums?..

P.P.S. Also, imho, there is a bug in `GridCtrl::Clear(columns=true)`
 missing line:
`aliases.Remove(1, aliases.GetCount() - 1); //TODO Report a BUG?`

because if you clear columns and then add columns in the same `GridCtrl` again, it
 accumulates/duplicates aliases, messes up indexes and crashes...
 the whole method should be at least like this:

```

void GridCtrl::Clear(bool columns)
{
    doscroll = false;

    anchor = Null;
}

```

```

UpdateCtrls(UC_HIDE | UC_CTRL);

int nrows = columns ? 1 : fixed_rows;
items.Remove(nrows, items.GetCount() - nrows);
vitems.Remove(nrows, vitems.GetCount() - nrows);

total_rows = nrows;
fixed_rows = nrows;

if(columns)
{
    hitems.Remove(1, hitems.GetCount() - 1);
    items[0].Remove(1, items[0].GetCount() - 1);
    rowbkp.Remove(1, rowbkp.GetCount() - 1);
    edits.Remove(1, edits.GetCount() - 1);
    sortOrder.Clear();
    total_cols = 1;
    total_width = 0;
    total_height = 0;
    firstCol = -1;
    lastCol = -1;
    fixed_cols = 1;
    coluid = 0;
    hcol = -1;
    sortCol = -1;
    genr_ctrls = 0;
    firstVisCol = fixed_cols;
    lastVisCol = total_cols - 1;

    aliases.Remove(1, aliases.GetCount() - 1); //TODO Report a BUG?
}
else
{
    total_height = fixed_height;
}

firstVisRow = fixed_rows;
lastVisRow = total_rows - 1;

focused_ctrl = NULL;

valid_cursor = false;

firstRow = -1;
lastRow = -1;

curpos.x = curpos.y = -1;
curid.x = curid.y = -1;

```

```
hrow = -1;

rowidx = -1;
rowuid = 0;

row_modified = 0;

UpdateSizes();
UpdateSb();

if(ready)
{
    UpdateHolder();

    oldpos.x = sbx;
    oldpos.y = sby;

    RebuildToolBar();
    Refresh();
}

WhenEmpty();
WhenCursor();

doscroll = true;
}
```

File Attachments

1) [ScreenshotGridCtrlImage.png](#), downloaded 481 times

