
Subject: Re: About the sort of the GridCtrl
Posted by [forlano](#) on Sat, 16 Dec 2006 15:29:25 GMT
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unodgs wrote on Sat, 16 December 2006 00:32The result of sorting is correct...

There are 2 solutions:

1. I could implement this...
2. Insert 'z#' value to these cells and make your own GridDisplay class in which you ignore displaying the content of cell (instead passing v to the parent display pass ")

Hi,

I tried the second approach. 'z#' is not displayed and the sort is as I wanted... but... when I double click on the row - my rows are editable - 'z#' is visible

This is ugly because the user cannot understand this signs, moreover he needs to delete it before to add his data.

There is another drawback with 'z#' when the user try to sort the rows in descendent order because the previous problem now appear in reverse order.

So I will add a button that produce the upshift of the rows when needed... or maybe approach #1 will be present in future

Luigi
