
Subject: Re: GridCtrl and sort at runtime

Posted by [forlano](#) on Thu, 01 Mar 2007 15:45:47 GMT

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unodgs wrote on Thu, 01 March 2007 15:49

Yes, you can - but not so easy. Something to add in the new release. Now you can use GSort method (it's private so make it public first).

```
void GSort(int col, int order, int from, int count)
```

to sort the all rows:

```
grid.GSort(my_column, 0, grid.GetFixedCount(), grid.GetCount());
```

order can be 0,1 - less, 2 - greater

I will add simpler interface (similar to arrayctrl) in the next rc or final.

After sort call Repaint() to refresh the grid

Unfortunately does not work. In the constructor I filled the grid and used Gsort

```
...  
for (i=1; i<=TD.NPlayer; i++) arr.Add( player[i].RATING, player[i].name);  
arr.GSort( 0, 2, arr.GetFixedCount(), arr.GetCount());  
arr.Repaint();  
...
```

But the order remain the same. I've used all type of order (0,1,2). BTW what is it GetFixedCount()?

Thanks,
Luigi
