
Subject: Re: GridCtrl and AttrText
Posted by [unodgs](#) on Sun, 15 Apr 2007 21:48:57 GMT
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forlano wrote on Sun, 15 April 2007 15:56
Sorry, but I've not understood your recipe.

That's ok. I should have descrtibed it better

Quote:

I used the following code to color the cell of a column and it works

```
class ColoredStatus : public GridDisplay
{ public:
    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);
};

void ColoredStatus::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( StrInt(AsString(val)) >= 2451 ) bg = Color(0, 255, 0);
    GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
```

But now I would like to apply it to others columns, each with its own color. So I would pass to the previous class a parameter and then by a switch select the right color.

There is a col variable accesible in GridDisplay class that you can use to determinine painted column

```
void ColoredStatus::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( StrInt(AsString(val)) >= 2451 ) bg = Color(0, 255, 0);
    if(col == 0) bg = Red;
    if(col == 1) bg = Yellow;
    GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
```

Quote:

or maybe wait until AttrText is operative

It's in uvs now Get it and try it. It should work (it was not tested)