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Subject: How to get edit data in virtual ArrayCtrl?

Posted by [steffen](#) on Wed, 30 May 2007 21:21:06 GMT

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Hi,

I have a problem with ArrayCtrl with virtual data.

Background:

I'm trying to make a little utility for translation of texts for an embedded display solution I have. It's a proprietary display, with a lousy SDK, but I have been able to change the drawing routine to accept additional characters. I have then made some new fonts with extra characters for german, danish and polish languages. The standard display supports ASCII chars from 0x21 to 0x7F, and I simply added the needed characters on top of that.

My translation utility should now take an array of unicode strings and export it C source files with C style strings where the extended characters are exchanged with /x00 values.

Problem:

Since it's a translation utility I need to be able to add and remove column as I please, and neither ArrayCtrl or GridCtrl seems to be able to do that. GridCtrl can remove columns, but it seems I can only add columns before I add row data.

So I made a GridData class holding all my text data, and gave it all the functions I needed. Now using the virtual mode of ArrayCtrl I'm able to display data from my data pool with the following function:

```
Array<EditString> edits;
Array<VirtualField> fields;
GridData map;
```

```
....
```

```
void CANtrakTexts::PopulateGrid()
{
    text_grid.Reset();
    edits.Clear();
    fields.Clear();
    for (int i=0 ; i < map.GetColumnCount() ; i++)
    {
        text_grid.AddRowNumColumn(map.GetColumn(i),
180).Edit(edits.Add()).SetConvert(fields.Add(new VirtualField(i, &map)));
    }
    text_grid.SetVirtualCount(map.GetRowCount());
}
```

The problem is that when I edit the contents of a row and tries to intercept it in the

WhenAcceptEdit callback, I have no idea where to find my submitted data:

```
void CANtrakTexts::OnAcceptEdit()
{
    String str;
    for (int i=0 ; i < text_grid.GetColumnCount() ; i++)
    {

        // The ReadRow function returns nothing...
        // map.SetRow(i, text_grid.ReadRow(text_grid.GetClickRow()));

        // The edits all returns 0...
        map.Set(i, text_grid.GetClickRow(), edits[i].GetData());

    }
}
```

Could someone please tell me if it's possible and how?

Thank you in advance,  
Steffen

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