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Subject: Header in body

Posted by [rafiwui](#) on Wed, 25 Oct 2017 09:24:05 GMT

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I am curious about this:

Somehow my header is moved to the body of the array ctrl.

Initialization code looks like this and is called inside the window constructor:

```
m_dbTestLayout.m_tableDB.MultiSelect();
m_dbTestLayout.m_tableDB.AddColumn("TE");
m_dbTestLayout.m_tableDB.AddColumn("LE");
```

m\_tableDB is the actual arrayCtrl.

I got this code from the AddressBook example where it works fine.

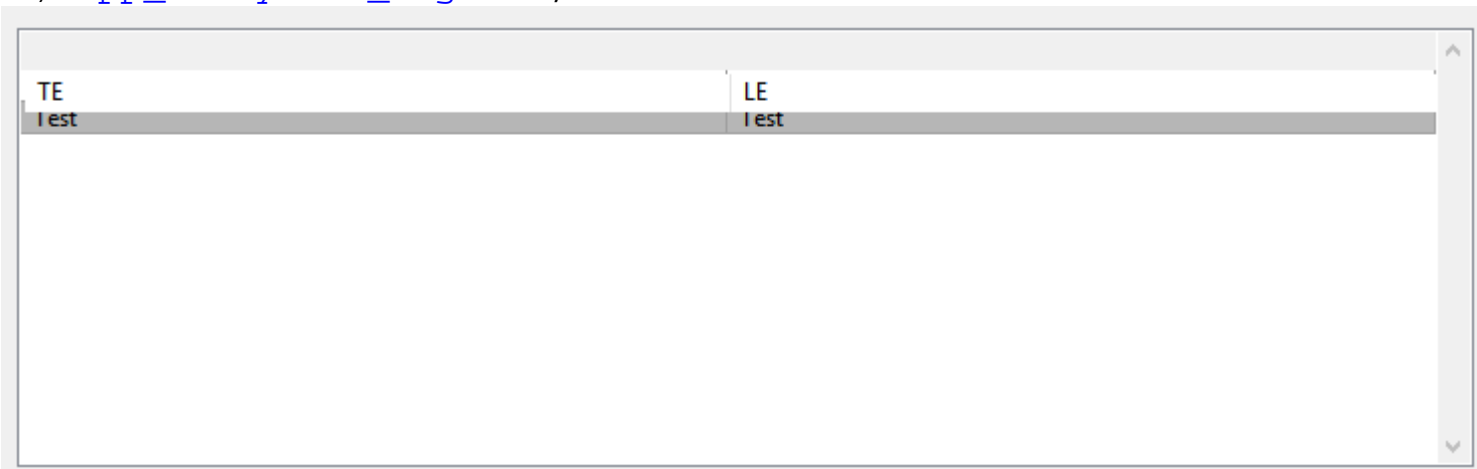
Anyone got an idea what I am doing wrong?

Ask for more information if needed.

### File Attachments

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1) [upp\\_arrayctrl\\_bug.PNG](#), downloaded 606 times



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Subject: Re: Header in body

Posted by [rafiwui](#) on Wed, 25 Oct 2017 13:19:23 GMT

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After adding the ability to sort each column and after sorting one of the columns once the header jumped into the correct position.

But that is just a temporary fix and no final solution so my question is still open.

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Subject: Re: Header in body

Posted by [mirek](#) on Tue, 31 Oct 2017 18:23:57 GMT

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rafiwui wrote on Wed, 25 October 2017 15:19 After adding the ability to sort each column and after sorting one of the columns once the header jumped into the correct position. But that is just a temporary fix and no final solution so my question is still open.

It is really hard to help without the testcase.

In general, I have not seen anything like this ever.

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Subject: Re: Header in body

Posted by [rafiwui](#) on Wed, 08 Nov 2017 11:45:51 GMT

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Never mind I guess it has something to do with my `AutoSizeWindow` similar to the problems I had with the Bars. When I checked it with a normal `TopWindow` everything worked fine

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