
Subject: How to create a Ctrl on selection?

Posted by [SidusBrist](#) on Tue, 22 Oct 2019 14:15:26 GMT

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Hi,

I'm making an excel-like program.

I have an ArrayCtrl with dynamic columns and I wanted to add Ctrls so that you can edit the content.

I was trying to add them by default for every column, so I made this:

```
if (f.isAlpha){
    table.ColumnAt(table.GetColumnCount()-1).Ctrls<EditString>();
}
else {
    if (f.nDecimals>0){
        table.ColumnAt(table.GetColumnCount()-1).Ctrls<EditDouble>();
    }
    else {
        table.ColumnAt(table.GetColumnCount()-1).Ctrls<EditInt>();
    }
}
```

Unfortunately it's very slow, both the loading of the table and the program itself once it's loaded. So I had an idea... When you click on a cell, it creates the edit just for that cell and if you click outside or press "enter" it destroys itself and the new value is updated.

The question is... how can I do this? 8o

Subject: Re: How to create a Ctrl on selection?

Posted by [mirek](#) on Thu, 24 Oct 2019 11:25:39 GMT

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Using Edit:

[https://www.ultimatepp.org/reference\\$ArrayCtrlEdits\\$en-us.html](https://www.ultimatepp.org/reference$ArrayCtrlEdits$en-us.html)

(in this example, check the first column).

Subject: Re: How to create a Ctrl on selection?

Posted by [SidusBrist](#) on Thu, 24 Oct 2019 12:32:25 GMT

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I tried but nothing happens... I click on the row but the box doesn't appear :(

```

table.AddRowNumColumn(" ",45);
table.ColumnAt(0).SetDisplay(Single<WhiteFill>());
std::ifstream infile(pb);
std::string line;
while (std::getline(infile, line))
{
    std::istringstream iss(line);
    CobolField f(line.c_str());
    if (f.isField){
        fields.push_back(f);
        std::string columnDescription = "Da " + std::to_string(f.start+1) + " a " + std::to_string(f.end) + "
per " + std::to_string(f.size) + " byte";
        if (f.shortenedName!="FILLER"){
            table.AddColumn(f.shortenedName,120);
        }
        else {
            table.AddColumn(f.shortenedName,40);
            table.HeaderTab(table.GetColumnCount()-1).SetInk(Color(196,196,196));
        }
        if (f.isK001){
            Font font = table.HeaderTab(table.GetColumnCount()-1).GetFont();
            font.Underline(true);
            table.HeaderTab(table.GetColumnCount()-1).SetFont(font);
        }
        table.ColumnAt(table.GetColumnCount()-1).Tip(columnDescription.c_str());
        if (f.isAlpha){
            table.ColumnAt(table.GetColumnCount()-1).Edit(editString);
        }
        else {
            if (f.nDecimals>0){
                table.ColumnAt(table.GetColumnCount()-1).Edit(editDouble);
            }
            else {
                table.ColumnAt(table.GetColumnCount()-1).Edit(editInt);
            }
        }
        table.Appending().Removing().Duplicating();
        CobolField::fieldStart = CobolField::fieldStart + f.size;
    }
    if (f.isXSYS){
        break;
    }
}
table.SetLineCy(EditField::GetStdHeight());

```

P.S.: I just realized "AddColumn" returns the column so I don't need to always use table.ColumnAt()...

Subject: Re: How to create a Ctrl on selection?
Posted by [mirek](#) on Thu, 24 Oct 2019 17:33:38 GMT
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SidusBrist wrote on Thu, 24 October 2019 14:32I tried but nothing happens... I click on the row but the box doesn't appear :(

```
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table.ColumnAt(0).SetDisplay(Single<WhiteFill>());
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        }
        table.Appending().Removing().Duplicating();
        CobolField::fieldStart = CobolField::fieldStart + f.size;
    }
    if (f.isXSYS){
        break;
    }
}
```

```
}  
table.SetLineCy(EditField::GetStdHeight());
```

P.S.: I just realized "AddColumn" returns the column so I don't need to always use `table.ColumnAt()`...

Hard to say from this snippet. How and `_where_` is 'editDouble' defined? Note that it must exist through the lifetime of `ArrayCtrl`.

Mirek

Subject: Re: How to create a Ctrl on selection?
Posted by [SidusBrist](#) on Fri, 25 Oct 2019 07:29:25 GMT
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Actually I declare them before that piece of code, inside the function, if I make a public variable it kinda works (it clones the input on every column). I'll post the whole script so I don't need to write an huge post.

The problem is that they are not "static" so I can't create 20 single variables for every type... I need something dynamic with pointers and slicing, while Edit function doesn't want them...

Quote:error: no matching function for call to 'Upp::ArrayCtrl::Column::Edit(Upp::Ctrl*&)'

I'll try to fix this problem :)

File Attachments

1) [EditorFileSequenziali.h](#), downloaded 151 times

Subject: Re: How to create a Ctrl on selection?
Posted by [mirek](#) on Fri, 25 Oct 2019 07:49:43 GMT
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Use `Array<EditDouble>` nums, `Array<EditInt>` ints (or alternately just `Array<Ctrl>`) as members of `EditorFileSequenziali` and create widgets you need in these.

This example somewhat shows how to do it:

[https://www.ultimatepp.org/reference\\$DynamicDlg\\$en-us.html](https://www.ultimatepp.org/reference$DynamicDlg$en-us.html)

(although your overall context is different).

Subject: Re: How to create a Ctrl on selection?
Posted by [SidusBrist](#) on Fri, 25 Oct 2019 09:57:21 GMT

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Thank you! Now it works!
