
Subject: Column Visible / hidden (arrayCtrl)
Posted by [BetoValle](#) on Wed, 21 Oct 2020 18:24:45 GMT
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Hi,

how to make column invisible/hidden?

Subject: Re: Column Visible / hidden (arrayCtrl)
Posted by [BetoValle](#) on Thu, 22 Oct 2020 18:48:10 GMT
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this question is also a real one:

How do I change the width of a grid column after the grid is loaded on the screen?

Please! Thanks!

Subject: Re: Column Visible / hidden (arrayCtrl)
Posted by [Oblivion](#) on Thu, 22 Oct 2020 19:32:31 GMT
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Hello BetoValle,

HeaderCtrl controls the tab/column visibility.

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct App : TopWindow {  
    ArrayCtrl list;  
    App()  
    {  
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 640, 480);  
        Add(list.SizePos());  
        list.AddColumn("Column 1");  
        list.AddColumn("Column 2").HeaderTab().Hide(); // HeaderCtrl controls tab/column visibility.  
        list.Add("Hello", "world!");  
        list.Add("Ultimate++", "rocks!");  
        list.WhenBar = [=](Bar& bar) { ColumnMenu(bar); };  
        list.ColumnWidths("100 200"); // Sets column widths...
```

```

}

void ColumnMenu(Bar& bar) // A context (right click) menu to set tab visibiliy
{
    HeaderCtrl& header = list.HeaderObject();
    for(int i = 0; i < header.GetCount(); i++){
        bool visible = header.IsTabVisible(i);
        auto label = header[i].GetText();
        bar.Add(label, [=] { list.HeaderObject().ShowTab(i, !visible); }).Check(visible);
    }
}

};

GUI_APP_MAIN
{
    App().Run();
}

```

You can use HeaderCtrl::SetTabWidth() method to set the width at any time.

Best regards,
Oblivion

Subject: Re: Column Visible / hidden (arrayCtrl)
 Posted by [BetoValle](#) on Thu, 22 Oct 2020 19:52:09 GMT
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TankYou!

... I was already speculating on a rudimentary solution:

```

HWId::HWId() //constructor
{
    CtrlLayout(*this, "Titulo da janela");
    grid.AddColumn("primeira",15);
    grid.AddColumn("segunda",25);
    grid.AddColumn("terceira",25);
    grid.AddColumn("quarta",35);

    grid.Add("1", "", "", "");
    grid.Add("2", "", "", "");
    grid.Add("3", "", "", "");
    .....
}

```

```
void HWId::Click(){//redoing / changing number of columns / hides the 1st and 4th column
grid.Reset();
grid.AddColumn("segunda",50);
grid.AddColumn("terceira",50);
grid.Add("1","");
grid.Add("2","");
grid.Add("3","");
return;
.....
```
