
Subject: background color of the cell in the GridCtrl
Posted by [forlano](#) on Sun, 26 Nov 2006 10:20:47 GMT
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Hello,

today I succeeded in coloring the cell of a gridctrl. It was not obvious to me. Moreover it uses different method of the arrayctrl. I want to share the snippet. In a column I want the background be green or red depending by the value 0/1 of the cell:

```
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( AsString(val) == "1" ) bg = Color(0, 255, 0);
    else bg = Color(255, 0, 0);
    GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
...// then set the column
arrPlayer.AddColumn("Status", t_("Status"),
4).Edit(optStatusP).SetDisplay(Single<ColoredStatus>());
...
```