
Subject: About the sort of the GridCtrl

Posted by [forlano](#) on Fri, 15 Dec 2006 19:14:19 GMT

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Hello,

If I sort a GridCtrl alphabetically in ascendet way (see column Player Name) I observe the following situation when some of the cells are empty.

Instead I would like to have at bottom the rows with empty cells in the column interested by the sort. Is there a smart method to do it? (otherwise I will move up the rows one by one by copy and past)

Luigi

File Attachments

1) [vegagl.jpg](#), downloaded 446 times

Subject: Re: About the sort of the GridCtrl

Posted by [unodgs](#) on Fri, 15 Dec 2006 23:32:44 GMT

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The result of sorting is correct...

There are 2 solutions:

1. I could implement this...
2. Insert 'z#' value to these cells and make your own GridDisplay class in which you ignore displaying the content of cell (instead passing v to the parent display pass ")

Subject: Re: About the sort of the GridCtrl

Posted by [forlano](#) on Sat, 16 Dec 2006 08:43:05 GMT

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unodgs wrote on Sat, 16 December 2006 00:32The result of sorting is correct...

There are 2 solutions:

1. I could implement this...
2. Insert 'z#' value to these cells and make your own GridDisplay class in which you ignore displaying the content of cell (instead passing v to the parent display pass ")

Thanks,

I'll try to implement the second option.

Luigi

Subject: Re: About the sort of the GridCtrl
Posted by [forlano](#) on Sat, 16 Dec 2006 15:29:25 GMT
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unodgs wrote on Sat, 16 December 2006 00:32The result of sorting is correct...

There are 2 solutions:

1. I could implement this...
2. Insert 'z#' value to these cells and make your own GridDisplay class in which you ignore displaying the content of cell (instead passing v to the parent display pass ")

Hi,

I tried the second approach. 'z#' is not displayed and the sort is as I wanted... but... when I double click on the row - my rows are editable - 'z#' is visible

This is ugly because the user cannot understand this signs, moreover he needs to delete it before to add his data.

There is another drawback with 'z#' when the user try to sort the rows in descendent order because the previous problem now appear in reverse order.

So I will add a button that produce the upshift of the rows when needed... or maybe approach #1 will be present in future

Luigi
