
Subject: GridCtrl and sort at runtime

Posted by [forlano](#) on Thu, 01 Mar 2007 13:20:55 GMT

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Hello,

I've put some data in a GridCtrl and now I would like to sort it. I do not want give to the user the possibility to sort the GridCtrl because I need to do it one time for all.

With the arrayctrl I had the command arrayctrl.Sort(column). Is there something equivalent (ascending/descending) for gridctrl?

A workaround is to sort the data before to insert them.

Luigi

Subject: Re: GridCtrl and sort at runtime

Posted by [unodgs](#) on Thu, 01 Mar 2007 14:49:13 GMT

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forlano wrote on Thu, 01 March 2007 08:20 I've put some data in a GridCtrl and now I would like to sort it. I do not want give to the user the possibility to sort the GridCtrl because I need to do it one time for all.

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A workaround is to sort the data before to insert them.

Yes, you can - but not so easy. Something to add in the new release. Now you can use GSort method (it's private so make it public first).

```
void GSort(int col, int order, int from, int count)
```

to sort the all rows:

```
grid.GSort(my_column, 0, grid.GetFixedCount(), grid.GetCount());
```

order can be 0,1 - less, 2 - greater

I will add simpler interface (similar to arrayctrl) in the next rc or final.

After sort call Repaint() to refresh the grid

Subject: Re: GridCtrl and sort at runtime

Posted by [forlano](#) on Thu, 01 Mar 2007 15:45:47 GMT

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unodgs wrote on Thu, 01 March 2007 15:49

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Unfortunately does not work. In the constructor I filled the grid and used Gsort

```
...
for (i=1; i<=TD.NPlayer; i++) arr.Add( player[i].RATING, player[i].name);
arr.GSort( 0, 2, arr.GetFixedCount(), arr.GetCount());
arr.Repaint();
...
```

But the order remain the same. I've used all type of order (0,1,2). BTW what is it GetFixedCount()?

Thanks,
Luigi

Subject: Re: GridCtrl and sort at runtime

Posted by [unodgs](#) on Mon, 05 Mar 2007 09:21:34 GMT

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Sorry, you're right - it doesn't work. Anyway I've added Sort methods to GridCtrl - they will be available today in uvs and in rc3.

How to use them:

grid.Sort(0, GridCtrl::SORT_UP) - sorts the rows using values from column 0 (first non-fixed column) in up direction (lower values are on the top)

Id NAME("name");

grid.Sort(NAME) - the same, but column number is given as an Id, default sorting mode is SORT_UP

Sorting modes:

GridCtrl::SORT_UP - less values on the top

GridCtrl::SORT_DOWN - less values on the bottom

GridCtrl::SORT_ID - restore original row order

It is also possible to do "multisort":

```
grid.Sort(COL0, GridCtrl::SORT_UP, true)
    .Sort(COL5, GridCtrl::SORT_DOWN, true)
    .Sort(COL7, GridCtrl::SORT_UP, true);
```

Third parameter says we're doing multisort. If you don't like true/false arguments use MultiSort:

```
grid.MultiSort(COL0, GridCtrl::SORT_UP)
    .MultiSort(COL5, GridCtrl::SORT_DOWN)
    .MultiSort(COL7, GridCtrl::SORT_UP);
```

MultiSort does not refresh the grid by default! Use Repaint()

```
grid.MultiSort(COL0, GridCtrl::SORT_UP)
    .MultiSort(COL5, GridCtrl::SORT_DOWN)
    .MultiSort(COL7, GridCtrl::SORT_UP)
    .Repaint();
```

To switch off sorting and to restore original row order use ClearSort():

```
grid.ClearSort();
```

If you find any trouble report it please.