

---

Subject: ArrayCtrl & Option == CheckListBox ?  
Posted by [arturbac](#) on Wed, 20 Jun 2007 22:50:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The problem is I need Some checklistbox with capability of callback of "WhenChecked" with knowing which row of ArrayCtrl was checked, ie knowing the Index associated to ArrayCtrl column

```
ArrayCtrl lst_layers;
```

```
void MakeOption(One<Ctrl> & res)
{
    res.Create<Option>();
}
```

```
SomeConstructor() {
    lst_layers.AddColumn(t_("Layer"));
    lst_layers.AddIndex();
    lst_layers.AddColumn().Ctrls(&MakeOption);
    lst_layers.WhenCtrlsAction = THISBACK(MapLayerChecked);
}
```

```
void MapLayerChecked()
{
    Option *o = (Option *)lst_layers.GetActiveCtrl();
}
```

How to get value from Index column in MapLayerChecked() ?  
Or maybe there is some simpler , better solution ?

PS. Checking the checkbox will not make adequate arrayctrl row selected ...

Artur

---

---

Subject: Re: ArrayCtrl & Option == CheckListBox ?  
Posted by [kcabobert](#) on Thu, 21 Jun 2007 03:10:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I needed to do something similar recently. I was told to use GridCtrl instead of ArrayCtrl.

It seems to work fairly well, and, more importantly, I think do what you want easily. GridCtrl seems

to actually update the 'select row' "pointer" such that you can discover which row was clicked.

---

---

Subject: Re: ArrayCtrl & Option == CheckListBox ?

Posted by [mirek](#) on Sat, 23 Jun 2007 05:49:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, see the related thread (week ago).

You can do it simply, but only with the actual (uvs) version of U++, using the new "SetCtrl" method.

(It turns out that "factory" Ctrl's idea is fine for very simple cases, but fails when anything more complicated is to be done...)

Mirek

---