Subject: Multiselect and contiguous cells in ArrayCtrl Posted by forlano on Sat, 07 Jul 2007 12:28:03 GMT

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Hello,

in an arrayctrl I've enabled multiselect rows. Selecting one row and then with SHIFT+arrow\_UP or arow\_DOWN I can select contiguous cells. I wonder if it is possible to select non contiguous cells. I was not able to do it.

I was not able to found a method that returns the indexes of the selected rows. I tried to scan the whole array and test with IsSelected(i) each row but without success.

Moreover it seems that the selection is lost when I open another windows. Is it normal.

Luigi

Subject: Re: Multiselect and contiguous cells in ArrayCtrl Posted by forlano on Sat, 07 Jul 2007 14:34:38 GMT

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Subject: Re: Multiselect and contiguous cells in ArrayCtrl Posted by zsolt on Sat, 07 Jul 2007 15:55:00 GMT View Forum Message <> Reply to Message

Quote:I was not able to found a method that returns the indexes of the selected rows. this is working for me:

```
for(int i=0; i<m_array.GetCount(); i++)
{
  if(m_array.IsSelected(i))
  {
    DoSomething(...);
  }
}</pre>
```

Subject: Re: Multiselect and contiguous cells in ArrayCtrl Posted by forlano on Sat, 07 Jul 2007 18:21:55 GMT

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zsolt wrote on Sat, 07 July 2007 17:55Quote: I was not able to found a method that returns the

```
indexes of the selected rows.
this is working for me:

for(int i=0; i<m_array.GetCount(); i++)
{
  if(m_array.IsSelected(i))
  {
    DoSomething(...);
  }
}</pre>
```

Thanks, it works. But in my program something strange is happening. Now I'm playing with the ArrayCtrl package of the reference and I see that I can select even non contiguous cells with CTRL key while I'm not able to do it in my prog! I need to investigate better...

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In my prog each time a row is selected then the field are copied in some other ctrls. I suspect this break the continuity of the action performed on the arrayctrl so I can't use CTRL key to operate a non contiguous selection...

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Yes, it is my prog and not the library. Even SHIFT key work Ok in multiselection mode.

Luigi