Subject: Putting Point into ArrayCtrl / How to get it back?
Posted by zaurus on Tue, 31 Jul 2007 07:28:36 GMT
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Hi!

In my application I 'store' a Point variable in an array control. This works fine. Here is how the code roughly looks like.

```
Point p;
ArrayCtrl ac;

p = Point(50, 100);
ac.Add(p);
```

Now I want to read this data from the array control and then I get an error during runtime. It seems there is no conversion back, as the data is actually stored as a String in the array control.

```
p = Point(ac.GetColumn(0, 0));
```

Is there any function in U++ for the conversion?

Thanks for any short hints or comments.

Subject: Re: Putting Point into ArrayCtrl / How to get it back?
Posted by mrjt on Tue, 31 Jul 2007 09:33:52 GMT
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See Core/Gtypes.h line 173.

The Point is stored as a Value in the ArrayCtrl and converted to a String only when displayed. To get it back you just have to do an explicit cast:

```
Point p = (Point) ac.GetColumn(0, 0);
```

James.

Subject: Re: Putting Point into ArrayCtrl / How to get it back?
Posted by fudadmin on Tue, 31 Jul 2007 09:51:02 GMT
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My quick guess would be:

```
p = Point((Point)ac.GetColumn(0, 0));
```

but I doubt if Point has something like Point(Point(x,y)) <= 1 arg
Why you just don't store x,y in separate columns?
Edit: I noticed James reply only after posted. He might be more correct though...

Subject: Re: Putting Point into ArrayCtrl / How to get it back?
Posted by zaurus on Tue, 31 Jul 2007 11:03:02 GMT
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Hi James!

Thanks, it works fine.

I was actually searching around in Gtypes.h, but my knowledge seems to be not enough yet to understand all this. Need to read more about type casting.

Fudadmin, also thanks for your fast reply.

Zaurus