Subject: ArrayCtrl sorting
Posted by mirek on Wed, 14 Nov 2007 17:26:33 GMT
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Implementing sorting of ArrayCtrl via HeaderCtrl clicks should now be much more simple; using Sorting column modifier, or alternatively, "AllSorting" ArrayCtrl modifier. (Details in topic++).

Subject: Re: ArrayCtrl sorting
Posted by mdelfede on Wed, 14 Nov 2007 18:10:21 GMT
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In ArrayCtrl.cpp, line 97, :

Column& ArrayCtrl::Column::SortDefault()

should be :

ArrayCtrl::Column& ArrayCtrl::Column::SortDefault()

(error with GCC)

Again, in idebar.cpp, the AK_SEARCHTOPICS is undefined.
As I did a full uvs checkout today in order to clean up stuffs, I guess that is a bug I already pointed too some time ago, in ide.key file missing constant. I guess your Uvs2 did miss something updating repository.

Ciao

Max

Subject: Re: ArrayCtrl sorting
Posted by mirek on Wed, 14 Nov 2007 18:58:00 GMT
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Thx, that was fast

Mirek

Subject: Re: ArrayCtrl sorting
Posted by mdelfede on Wed, 14 Nov 2007 19:29:02 GMT

luzr wrote on Wed, 14 November 2007 19:58Thx, that was fast

Mirek

ehehehe... I was just back home from a 600 Km travel.

I've got another bug... AddXWindow() and RemoveXWindow() should NOT be made static, as they need 'this' to bind x window with control.
In fact, as static they don't even compile... But theide was missing the dependence, I don't know why.

Ciao

Max

p.s.: what's the matter of 'Window' member in Ctrl class ? Couldn't be used for subwindow in DHCtrl component ? For now I've added a WindowHandle inside member on it, but I guess would be better use existing Window, as I guess it's provided just for TopWindow ctrls.

Ciao

Max

Subject: Re: ArrayCtrl sorting
Posted by mirek on Wed, 14 Nov 2007 20:35:20 GMT

mdelfede wrote on Wed, 14 November 2007 14:29
I've got another bug... AddXWindow() and RemoveXWindow() should NOT be made static, as they need 'this' to bind x window with control.
In fact, as static they don't even compile... But theide was missing the dependence, I don't know why.

Sorry! My mistake.

Quote:
p.s.: what's the matter of 'Window' member in Ctrl class ? Couldn't be used for subwindow in DHCtrl component ? For now I've added a WindowHandle inside member on it, but I guess would be better use existing Window, as I guess it's provided just for TopWindow ctrls.

Yep, union to save the space.

Mirek

Ciao

Max
[/quote]
