
Subject: How can I set an image in GridCtrl cell ?
Posted by [jlfranks](#) on Wed, 09 Jan 2008 19:14:08 GMT
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I have a GridCtrl that needs one column set to display one of three icons from my .iml file.

The icon image needs to change based on external events.

- 1) How do I initialize the column so it can display icons?
- 2) How do I set and/or change the icon image?

--jlf

Subject: Re: How can I set an image in GridCtrl cell ?
Posted by [koldo](#) on Mon, 11 Aug 2008 21:37:15 GMT
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Hello jlfranks

Do you still need an answer?

Subject: Re: How can I set an image in GridCtrl cell ?
Posted by [mrk10000](#) on Thu, 24 Nov 2022 04:50:44 GMT
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Yes, would you please let me know how to do it, thanks

Subject: Re: How can I set an image in GridCtrl cell ?
Posted by [koldo](#) on Fri, 25 Nov 2022 07:16:46 GMT
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Could you please include a screenshot of what you need?

Subject: Re: How can I set an image in GridCtrl cell ?
Posted by [fudadmin](#) on Sat, 26 Nov 2022 22:46:14 GMT
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If you want a view something like this:

One possibility is:

```
#include <GridCtrl/GridCtrl.h>
```

```
using namespace Upp;
```

```
#define IMAGEFILE "ImageGridCtrl/Icons.iml"
```

```
#define IMAGECLASS Images
```

```
#include <Draw/iml.h>
```

```
//from HomeBudget example
```

```
struct DispPM : GridDisplay
```

```
{
```

```
virtual void Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,  
                  Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe)
```

```
{
```

```
if (val==0)
```

```
SetCenterImage(Images::one());
```

```
else if (val==1)
```

```
SetCenterImage(Images::two());
```

```
else if (val==2)
```

```
SetCenterImage(Images::three());
```

```
else
```

```
SetCenterImage(val);
```

```
GridDisplay::Paint(w, x, y, cx, cy, Value(""), style, fg, bg, fnt, found, fs, fe);
```

```
}
```

```
};
```

```
struct ImageGrid : TopWindow
```

```
{
```

```
GridCtrl gr;
```

```
ImageGrid() {
```

```
gr.AddColumn("Images").SetDisplay(Single<DispPM>());
```

```
for (int i = 0; i < 3; i++)
```

```
{
```

```
gr.Add(i);
```

```
}
```

```
for (int i = 0; i < 10; i++)
```

```
{
```

```
int r = Random(255);
```

```
int g = Random(255);
```

```
int b = Random(255);
```

```

    Image img = CreateImage(Size(64,64), Color(r, g, b));
    gr.Add(img);
}

Add(gr.SizePos());
};
~ImageGrid() {};
};

GUI_APP_MAIN
{
    ImageGrid().Title("ImageGrid").Run();
}

```

Another possibility would be something like this:
 gr.AddColumn("RichText").Ctrls<RichTextView>();
 with a possible mini Uword Editor to add images and/or links.

Btw, for some reasons, I couldn't get to work this case:
 gr.AddColumn("ImageCtrl").Ctrls<ImageCtrl>();
 which seems the most logical to use...

P.S. I see you need some help with answering questions on forums?..

P.P.S. Also, imho, there is a bug in GridCtrl::Clear(columns=true)
 missing line:
 aliases.Remove(1, aliases.GetCount() - 1); //TODO Report a BUG?

because if you clear columns and then add columns in the same GridCtrl again, it
 accumulates/duplicates aliases, messes up indexes and crashes...
 the whole method should be at least like this:

```

void GridCtrl::Clear(bool columns)
{
    doscroll = false;

    anchor = Null;

    UpdateCtrls(UC_HIDE | UC_CTRL);

    int nrows = columns ? 1 : fixed_rows;
    items.Remove(nrows, items.GetCount() - nrows);
    vitems.Remove(nrows, vitems.GetCount() - nrows);

    total_rows = nrows;
}

```

```

fixed_rows = nrows;

if(columns)
{
  hitems.Remove(1, hitems.GetCount() - 1);
  items[0].Remove(1, items[0].GetCount() - 1);
  rowbkp.Remove(1, rowbkp.GetCount() - 1);
  edits.Remove(1, edits.GetCount() - 1);
  sortOrder.Clear();
  total_cols = 1;
  total_width = 0;
  total_height = 0;
  firstCol = -1;
  lastCol = -1;
  fixed_cols = 1;
  coluid = 0;
  hcol = -1;
  sortCol = -1;
  genr_ctrls = 0;
  firstVisCol = fixed_cols;
  lastVisCol = total_cols - 1;

  aliases.Remove(1, aliases.GetCount() - 1); //TODO Report a BUG?
}
else
{
  total_height = fixed_height;
}

firstVisRow = fixed_rows;
lastVisRow = total_rows - 1;

focused_ctrl = NULL;

valid_cursor = false;

firstRow = -1;
lastRow = -1;

curpos.x = curpos.y = -1;
curid.x = curid.y = -1;

hrow = -1;

rowidx = -1;
rowuid = 0;

row_modified = 0;

```

```
UpdateSizes();
UpdateSb();

if(ready)
{
    UpdateHolder();

    oldpos.x = sbx;
    oldpos.y = sby;

    RebuildToolBar();
    Refresh();
}

WhenEmpty();
WhenCursor();

doscroll = true;
}
```

File Attachments

1) [ScreenshotGridCtrlImage.png](#), downloaded 480 times

