
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 186 times

Subject: Re: How can I set an image in GridCtrl cell ?
Posted by [ecapuano](#) on Sun, 16 Jul 2023 22:56:56 GMT
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Did iyou make it to work with this user case?

```
gr.AddColumn("imageCtrl").Ctrls<imageCtrl>();
```

The other user case does not work very well when control is added into a different tab, is there something similar to VS where you just select a cell and then SetImage?
