
Subject: Problems with ArrayCtrl, GridCtrl in my app
Posted by [bytefield](#) on Thu, 14 Feb 2008 22:40:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi. I make an app. which need to store some data in ArrayCtrl(or GridCtrl). After that my user can remove data from widget, clicking on a button from toolbar. The problem is with Remove. I've tried in so many different ways, but always i get an failed assertion(Vcont.h line 17).
Until now i didn't find how to remove a row from one of these controls(ArrayCtrl & GridCtrl)(removing correctly without problems). Maybe I'm ninny or something. I've tried to check if there is selected row in ctrl(with IsSelected, IsSelection and GetClickRow), but always I get into trouble.
If someone could post some example(with booth Grid and Array) about doing that, I will be tankful. The examples which comes with Upp don't cover this part of these Ctrls(only SQL stories which seems simple to remove data from grid or array with one query). (Hope you're understanding me. Thanks.
PS: Please reply quickly. I need solving it fast.

Subject: Re: Problems with ArrayCtrl, GridCtrl in my app
Posted by [unodgs](#) on Thu, 14 Feb 2008 22:55:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, removing in both widgets should work just fine. Please prepare a test case. There must be something you're doing wrong

Subject: Re: Problems with ArrayCtrl, GridCtrl in my app
Posted by [bytefield](#) on Thu, 14 Feb 2008 23:35:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here is a test case.

File Attachments

1) [GridTC.zip](#), downloaded 367 times

Subject: Re: Problems with ArrayCtrl, GridCtrl in my app
Posted by [Alex](#) on Fri, 15 Feb 2008 15:02:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

I hope I have understood what you want to do.

```
// case 1:  
int i = grid.GetCurrentRow();
```

```
if(i >= 0)
    grid.Remove(i);
```

0 == false

You are right, there is a problem with `IsSelected`.
You need to test with `IsSelected`, otherwise rows also deleted that are not selected. And when the Grid is empty the "vcont.h line 17" error appears.

This seems to work:

```
// case 1:
int i;
bool sel;
int rowcount;

rowcount = grid.GetCount();
if (rowcount >0)
{
    sel = grid.IsSelected();
    i = grid.GetCurrentRow();
    if( (i >= 0) && sel)
        grid.Remove(i);
};
```

Regards Alex

Subject: Re: Problems with ArrayCtrl, GridCtrl in my app
Posted by [bytefield](#) on Fri, 15 Feb 2008 16:14:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Many thanks It work. It seems to be my problem understanding how GridCtrl work (10996 lines of code).

It is better if someone with experience will fill this and append few lines to GridCtrl tutorial

From now on i will comment my source code . It is better to have it commented and know how it work than trying to think what it do (when you have clean source code).

Thanks for your help.

Subject: Re: Problems with ArrayCtrl, GridCtrl in my app
Posted by [unodgs](#) on Sat, 16 Feb 2008 19:50:28 GMT

Yes, I know gridctrl is a big piece of code now without proper documentation. That will change soon (I hope).

Anyway, the easiest way to add deleting capability is to write `grid.Removing()`. Since then you just open popup menu on given row and choose delete. What's more write `grid.SetToolbar()` to get internal toolbar with remove button visible. Internal removing operation works properly in multiselection mode and also it takes care of cursor postioning after deleting.

Remove, Insert, Append method are "raw methods" what means you have to be careful of passed parameters values.

You can also assign all this to your remove button. Just call `grid.DoRemove()` in it's callback.
