
Subject: MultiList

Posted by [mrjt](#) on Wed, 21 May 2008 10:54:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

MultiList is a modified and extended version of the ColumnList ctrl. The additions are:

Key/Value support. Items can be retrieved/set by key, and support for GetData is now present. Not too clever at the moment, there is no indexing so it's a brute-force search.

3 display modes:

ListMode() - Identical to ColumnList (items arranged by column, single item scrolling)

ColumnMode() - Identical except that scrolling is horizontal and scrolls whole columns instead of single items

RowMode() - Items arrange by row, column count is dynamically determined based on ctrl size (you must call SetItemWidth() though). Vertical smoother scrolling.

The package is in the SVN repos., along with the following example:

James

File Attachments

1) [MultiList.png](#), downloaded 1447 times

Subject: Re: MultiList

Posted by [unodgs](#) on Wed, 21 May 2008 16:08:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Very nice! If it offers all ColumnList functionality maybe we could replace the original version and add class ColumnList : MultiList(LIST_MODE)?

Subject: Re: MultiList

Posted by [mrjt](#) on Wed, 21 May 2008 16:28:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

There's no reason why not (except for the DropInsert function that take a ColumnList parameter, but that's easily removed). The extra features are implemented by switch statements in various places, so 99% of the code is the same and the performance hit should be negligible.

Actually, there is one other thing that could perhaps cause a problem. A ColumnList inheriting from MultiList should probably overload Get/SetData so as not to change serialization.

Subject: Re: MultiList

Posted by [cbpporter](#) on Thu, 22 May 2008 09:52:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Very nice indeed! Something simple but yet very useful!

Subject: Re: MultiList

Posted by [cbpporter](#) on Mon, 28 Jul 2008 21:59:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi James!

I have been using your control for over a month now and I must say that it has served me well.

I recommend that we make sure it is compatible with ColumnList (like Uno said) and we iron out some small issues, I recommend we merge this into CtrlLib and replace ColumnList.

And speaking about issues, there is a small thing that I find quite annoying. When using a control in row mode with a lot of items, if you scroll a lot down and click on an item, when that item is focused, the scroll position is slightly altered. Only the first time. If it did this every time maybe I wouldn't find it annoying . You can see this in the example you provided.

Here is a possible solution:

```
void MultiList::PointDown(Point p) {
    int i = GetItem(p);
    bool b = false;
    if (p.y < cy || p.y > GetSize().cy - cy)
        b = true;
    if(i >= 0 && i < GetCount())
        SetCursor0(i, false, b);
    else
        if(clickkill)
            KillCursor();
}
```

```
void MultiList::SetCursor0(int c, bool sel, bool scroll)
{
    int c0 = cursor;
    c = minmax(c, 0, GetCount() - 1);
    if(c < 0 || cursor < 0)
        Refresh();
    else
        RefreshCursor();
    cursor = c;
    int q = sb;
    if (scroll)
        ScrollInto(cursor);
}
```

```

if(q != sb)
    Refresh();
else
    RefreshCursor();
if(sel && multi) {
    ClearSelection();
    if(cursor >= 0) {
        SelectOne(cursor, true);
        anchor = cursor;
    }
}
if(c0 != cursor) {
    if(cursor >= 0)
        WhenEnterItem();
    else
        WhenKillCursor();
    WhenSel();
}
SyncInfo();
Action();
}

void MultiList::SetCursor(int c)
{
    SetCursor0(c, true, false);
}

```

```
void SetCursor0(int c, bool sel, bool scroll = true);
```

Subject: Re: MultiList
Posted by [mirek](#) on Mon, 28 Jul 2008 22:10:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree.

I would only wait week or two - in that time-frame we will hopefully finally switch to svn. And James will get rights to maintain this

Mirek

Subject: Re: MultiList
Posted by [mrjt](#) on Tue, 29 Jul 2008 15:25:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Rights - or Responsibility?

cbporter:

Thanks for the fix! I've also fixed a bug in Serialization that I still haven't uploaded, as it's on my other machine. I'll combine the two and commit it to the SVN when I'm allowed.

Subject: Re: MultiList

Posted by [cbporter](#) on Tue, 29 Jul 2008 21:14:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Unfortunately my fix messed up the scrolling when using the keyboard to navigate the control. Sorry that I didn't notice yesterday. This can be fixed easily in Key, but before that I need to understand how exactly does the shift multiselecting work. I don't think it works right, or at least not as I expect it. After I shift select a range, I can freely select other items without invalidating my previous selection, basically leaving me with a range selection and a single item selection. I never saw such selection model before. Is this intentional?

Subject: Re: MultiList

Posted by [mrjt](#) on Wed, 30 Jul 2008 10:59:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Having looked at it I've realised that the problem was originally caused by me misunderstanding how the ScrollBar worked and was trying to do something complicated where it wasn't needed. (I was trying to get smoother scrolling, and didn't realise that ScrollBar scales the scroll speed based on it's range - and I had a very large range)

So the previous fix is unnecessary, and now I think everything works perfectly

File Attachments

1) [MultiList.zip](#), downloaded 522 times

Subject: Re: MultiList

Posted by [cbporter](#) on Wed, 30 Jul 2008 17:38:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, it even fixed some other "wacky" behavior when clicking on a region which did not contain any items.

Subject: Re: MultiList

Posted by [cbporter](#) on Thu, 12 Mar 2009 14:06:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry to bring this up again, but is the merger of MultiList with ColumnList still on the list of thing that will be done?

Subject: Re: MultiList
Posted by [cocob](#) on Tue, 17 Mar 2009 13:14:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

It would be nice to add ColumnMode() to FileSel too.

cocob

Subject: Re: MultiList
Posted by [mrjt](#) on Tue, 17 Mar 2009 16:09:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

cbpporter wrote on Thu, 12 March 2009 14:06Sorry to bring this up again, but is the merger of MultiList with ColumnList still on the list of thing that will be done?

cbpporter
It would be nice to add ColumnMode() to FileSel too.

All it takes is for Mirek to move it to Uppsrc.

Subject: Re: MultiList
Posted by [mirek](#) on Tue, 28 Apr 2009 11:45:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrjt wrote on Tue, 17 March 2009 12:09cbpporter wrote on Thu, 12 March 2009 14:06Sorry to bring this up again, but is the merger of MultiList with ColumnList still on the list of thing that will be done?

cbpporter
It would be nice to add ColumnMode() to FileSel too.

All it takes is for Mirek to move it to Uppsrc.

Merged.

I have done some subtle changes, the most significant one is removing "max" check in

ItemHeight/ItemWidth.

Mirek

Subject: Re: MultiList
Posted by [mirek](#) on Tue, 28 Apr 2009 12:25:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Tue, 28 April 2009 07:45mrjt wrote on Tue, 17 March 2009 12:09cbpporter wrote on Thu, 12 March 2009 14:06Sorry to bring this up again, but is the merger of MultiList with ColumnList still on the list of thing that will be done?

cbpporter
It would be nice to add ColumnMode() to FileSel too.

All it takes is for Mirek to move it to Uppsrc.

Merged.

I have done some subtle changes, the most significant one is removing "max" check in ItemHeight/ItemWidth.

Mirek

One less subtle change:

Removed error-prone ColumnList::Serialize (and the old one is now SerializeSettings to avoid confusion).

It caused pretty bad things to theide...

Mirek

Subject: Re: MultiList
Posted by [mirek](#) on Tue, 28 Apr 2009 12:47:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, another nonsubtle change: I have made ListMode default...

Mirek

Subject: Re: MultiList

Posted by [cbpporter](#) on Sat, 30 May 2009 08:18:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you!

I have removed MultiList everywhere and replaced it with ColumnList and no issues encountered, except the small first time scroll jump bug.

cbpporter Issue #018: MultiList merged with ColumnList
Fixed.

Subject: Re: MultiList

Posted by [koldo](#) on Wed, 11 Jan 2012 09:38:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello cbpporter

Now there is a MultiListExample. Should it be removed?

Subject: Re: MultiList

Posted by [cbpporter](#) on Wed, 11 Jan 2012 10:34:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi koldo!

As far as I know, the two controls have been merged a long time ago. There is no longer a separate MultiList control. MultiListExample thus no longer compiles.

Please correct me if I'm wrong.

Subject: Re: MultiList

Posted by [koldo](#) on Wed, 11 Jan 2012 11:59:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello cbpporter

Yes, it seems Bazaar/MultiListExample is now useless and it should be removed.

However I did not know if you or mrjt would have to remove it.

Subject: Re: MultiList

Posted by [koldo](#) on Wed, 11 Jan 2012 20:48:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is the same with Docking and Docking examples.

Do you let me to remove them from Bazaar?

Subject: Re: MultiList

Posted by [cbpporter](#) on Thu, 12 Jan 2012 09:32:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dicking?

Subject: Re: MultiList

Posted by [koldo](#) on Thu, 12 Jan 2012 09:45:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

cbpporter wrote on Thu, 12 January 2012 10:32Dicking? Fixed
