
Subject: ColorRows() in GridCtrl - Strange code. Help pls.
Posted by [sergeynikitin](#) on Mon, 22 Dec 2008 00:39:12 GMT
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I try to set custom even and odd colors of GridCtrl. Then I switch on Coloring mode - ColorRows()
, - but GridCtrl set for even rows some default color.

I try to set directly ColoringMode(2); - work fine - custom colors are right.

I found code, which very strange -

```
GridCtrl& ColorRows(bool b = true) { return ColoringMode(2 * b).EvenColor(); }
```

And see to EvenColor definition :

```
GridCtrl& EvenColor(Color fg = SColorText, Color bg = Blend(SColorHighlight, SColorPaper,  
220));
```

That is, the operator ColoringMode(2 * b).EvenColor(); call EvenColor without parameters - thus
replaces my custom color.

Maybe this logic is wrong?

I suggested that in some cases so convenient to initialize color even lines by default.

But what about when you need to set their color does not match the default.

I propose that the code

```
GridCtrl& ColorRows(bool b = true) { return ColoringMode(2 * b).EvenColor(); }
```

replaced by the code

```
GridCtrl& ColorRows(bool b = true) { return ColoringMode(2 * b); }
```

, and the even color initialize another method.

Subject: Re: ColorRows() in GridCtrl - Strange code. Help pls.
Posted by [unodgs](#) on Mon, 22 Dec 2008 07:29:23 GMT
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Something is really strage there. I wonder where it comes from . I'll try to find out what's going on.

Subject: Re: ColorRows() in GridCtrl - Strange code. Help pls.
Posted by [sergeynikitin](#) on Mon, 22 Dec 2008 09:07:13 GMT
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unodgs wrote on Mon, 22 December 2008 10:29 I'll try to find out what's going on.

GridCtrl.h line 1035 definition of ColorRows().
(I use svn-643)

Subject: Re: ColorRows() in GridCtrl - Strange code. Help pls.
Posted by [sergeynikitin](#) on Mon, 22 Dec 2008 09:09:27 GMT
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Oops ColorCols have same logic!

Subject: Re: ColorRows() in GridCtrl - Strange code. Help pls.
Posted by [unodgs](#) on Mon, 22 Dec 2008 16:27:21 GMT
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No, nothing is strange, just haven't seen this code for a long time . The idea behind ColorRows/ColorCols was to enable or disable coloring of even rows/cols with single method call. They are just "wrappers" to ColoringMode, Even(Odd)Color sequence. So to enable your custom coloring scheme call EvenColor after ColorRows or call it with ColoringMode method without taking care of call order.

I know ColorRows is more readable than ColoringMode(1) but I won't change it now (you can achieve what you want in a little bit different way)

Subject: Re: ColorRows() in GridCtrl - Strange code. Help pls.
Posted by [sergeynikitin](#) on Mon, 22 Dec 2008 19:02:35 GMT
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unodgs wrote on Mon, 22 December 2008 19:27No, nothing is strange, just haven't seen this code for a long time . The idea behind ColorRows/ColorCols was to enable or disable coloring of even rows/cols with single method call. They are just "wrappers" to ColoringMode, Even(Odd)Color sequence. So to enable your custom coloring scheme call EvenColor after ColorRows or call it with ColoringMode method without taking care of call order. I know ColorRows is more readable than ColoringMode(1) but I won't change it now (you can achieve what you want in a little bit different way)

I think the difference these functions not essential, but the similarity of names is - and not selfreference and not transparent, why not obvious use of this or that.

Maybe once, add the words in the title of functions, which would be more accurately referred to the actions that they produce?

And the rest - Thank you for a quick response.

Subject: Re: ColorRows() in GridCtrl - Strange code. Help pls.

Posted by [sergeynikitin](#) on Mon, 22 Dec 2008 20:40:59 GMT

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I understand that is already written hundreds or even thousands of lines of programming, and change the names of functions - will make a non-working programs.

I offer a beautiful solution that at least will be informative to once again use this feature (ColorRows and ColorCols).

Definition must be like this:

```
GridCtrl& ColorRows(bool b = true, bool initializeDefaultColor = true) {  
    if(initializeDefaultColor)  
        return ColoringMode(2 * b).EvenColor();  
    else  
        return ColoringMode(2 * b);  
}
```

Variable initializeDefaultColor is SELFREFERENCING and other people will do not make my mistake
