
Subject: GridCtrl column width simple question
Posted by [koldo](#) on Wed, 29 Apr 2009 08:30:08 GMT
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Hello all

I have done a simple function to write data to a GridCtrl:

```
void Grid_Write(int row, int col, char *str)
```

When the row or the column does not exist, it does:

```
if (row > grid.GetRowCount()-1) {  
    for (int i = grid.GetRowCount(); i < row+1; ++i)  
        grid.AddRow("", 100);  
}
```

Doing that with more than one column I get this: the first columns get so thin that are almost hidden.

Do you know how to get all columns with same width if they - as in this case - are not added to the grid at the same time and data is included in between?

Best regards
Koldo

File Attachments

1) [Grid.JPG](#), downloaded 441 times

Subject: Re: GridCtrl column width simple question
Posted by [unodgs](#) on Wed, 29 Apr 2009 09:47:10 GMT
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Please turn off column repainting when adding columns:

```
void Grid_Write(int row, int col, char *str)  
{  
    grid.Ready(false);  
    if (row > grid.GetRowCount()-1) {  
        for (int i = grid.GetRowCount(); i < row+1; ++i)  
            grid.AddRow("", 100);  
    }  
    grid.Ready(true);  
}
```

This must be done only in Proportional mode and only if you're adding columns when grid is

visible.

Subject: Re: GridCtrl column width simple question
Posted by [koldo](#) on Wed, 29 Apr 2009 11:06:32 GMT
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Hello unodgs

Almost ok. Now I initialize the grid with:

```
grid.ResizeColMode(0);
```

that is Absolute mode, and it works:

```
grid.Ready(false);  
if (col > grid.GetColumnCount()-1) {  
    for (int i = grid.GetColumnCount(); i < col+1; ++i)  
        grid.AddColumn("", 100);  
}  
tabGrid->grid.Ready(true);
```

Best regards
Koldo
