
Subject: I found a bug, please help
Posted by [bubo](#) on Thu, 02 Jul 2009 09:45:59 GMT
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I found a bug in GridCtrl

Description:

I fill a grid with columns and data using simple routine. When I delete grid instance and create a new and I fill grid with same routine => grid shows unexpected column sizes.

I include 2 pictures + simple code to reproduce this bug.

```
class TestGrid : public TopWindow {
public:
    TestGrid();
    ~TestGrid();

    void DoTestGrid();
private:
    typedef TestGrid CLASSNAME;

    void ReloadGrid();

    GridCtrl* grid;
    Button testGridButton;
};

TestGrid::TestGrid()
{
    grid = new GridCtrl();

    SetRect(0, 0, 800, 600);

    Add(testGridButton.SetLabel("test grid").LeftPos(0, 70).TopPos(0, 28));
    Add(grid->HSizePos().VSizePos(30, 0));

    ReloadGrid();

    testGridButton <<= THISBACK(DoTestGrid);
}

TestGrid::~~TestGrid()
{
    delete grid;
}

void TestGrid::DoTestGrid()
```

```

{
    //grid->Clear(true);

    // we recreate grid from scratch
    GridCtrl* tmp;
    tmp = new GridCtrl();
    delete grid;
    grid = tmp;
    Add(grid->HSizePos().VSizePos(30, 0));

    ReloadGrid();
}

void TestGrid::ReloadGrid()
{
    // columns
    grid->AddIndex(Id("ID"));
    grid->AddColumn(Id("col1"), "column 1", 10);
    grid->AddColumn(Id("col2"), "column 2", 25);
    grid->AddColumn(Id("col3"), "column 3", 20);
    grid->AddColumn(Id("col4"), "column 4", 15);
    grid->AddColumn(Id("col5"), "column 5", 10);
    grid->AddColumn(Id("col6"), "column 6", 50);
    grid->AddColumn(Id("col7"), "column 7", 20);

    // rows
    for (int i = 0; i < 50; i++)
        grid->Add(i, "v1", "v2", "v3", "v4", "v5", "v6", "v7");
}

int main()
{
    TestGrid dlg;
    dlg.RunAppModal();
}

```

File Attachments

- 1) [first_time.jpg](#), downloaded 500 times
 - 2) [second_time.jpg](#), downloaded 527 times
-

Subject: Re: I found a bug, please help
Posted by [unodgs](#) on Thu, 02 Jul 2009 11:01:19 GMT
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In ReloadGrid add at the begining:
 grid.Ready(false)
 and at the end

grid.Ready(true)
Then everything should be ok.

Subject: Re: I found a bug, please help
Posted by [bubo](#) on Thu, 02 Jul 2009 13:16:25 GMT
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thanks, I will try

Subject: Re: I found a bug, please help
Posted by [bubo](#) on Thu, 02 Jul 2009 13:19:53 GMT
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It works. Thanks again.
