
Subject: GridCtrl: Adding column dynamically – How to make editable

Posted by [supa](#) on Tue, 13 Oct 2009 16:12:15 GMT

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First of all I am novice programmer. My understanding by going through the forum discussion is that:

(1) To make column editable I have to bind a column with an edit control. (2) These edit controls can not be declared in the constructor at the run time should be declared in the class.

My requirement is that I am adding columns dynamically at the run time, from the select statement. Therefore not sure what columns or editable fields would I need, and therefore can not declare them in the class.

```
void MyApp::QQuery()
{
    Sql sql(SQL.GetSession());
    String current_stmt_string;
    QResultTab.Add(QResultTab1.SizePos(),t_("QResultTab1"));

    QResultTab1.Add(QResultArray.SizePos(), t_("QResultArray"));
    QResultArray.Reset();
    QResultArray.ResizeColMode(0); // This will change created cloumn's width to use absolute
mode from ratio mode.
    //GridControl->
    QResultArray.Appending().Removing().Editing().Accepting().Canceling().EditCell();
    QResultArray.RejectNullRow();

    current_stmt_string = "SELECT * FROM BOOK T1 LEFT JOIN BORROW_RECORD T2 ON
T1.ID = T2.BOOK_ID";

    if (sql.Execute(current_stmt_string)){
        int colCount = sql.GetColumns(); // Craete columns dynamically in the grid
        for (int i=0; i<colCount; ++i){
            QResultArray.AddColumn(sql.GetColumnInfo(i).name,
t_(sql.GetColumnInfo(i).name),50).Edit(?????????);
        }
        QResultArray.EditCell();
        for(;;) {
            Vector<Value> row;
            if(!sql.Fetch(row)) break;
            QResultArray.Add(row);
        }
    }
    Sizeable().Zoomable();
}
```

My question is How can I make the grid cells/rows editable?

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [jeremy_c](#) on Tue, 13 Oct 2009 17:22:26 GMT

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In your class, do something like:

private:

```
EditString myStringEditor;
```

Then where you have .Edit(???), just put .Edit(myStringEditor)

Jeremy

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [supa](#) on Tue, 13 Oct 2009 17:55:34 GMT

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Jeremy, Thanks you very much for quick response.

I do not know why, but this solution did not work. Still not be able to edit cell/row. May be I am doing some thing else wrong.

from the ArrayCtrl post). It created editable cells, but the problem is that the grid (all column and rows) gets painted without data in it, and when I move cursor into the each row, data appears there, and of course that data is editable.

Q2: Is my experimental solution is possible solution.

Q3. If answer to Q2 is Yes, then how can I resolve data painting issue.

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [supa](#) on Tue, 13 Oct 2009 18:26:37 GMT

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Note: Another issue I found, with my experimental solution mentioned above, is that editing is possible at the cell level only. I can not select a row in the grid.

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [Mindtraveller](#) on Tue, 13 Oct 2009 18:40:28 GMT

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supa, there is a number of examples. Please find one for GridCtrl. There is also Help (called by F1), it may give you some examples on GridCtrl too.

Subject: Re: GridCtrl: Adding column dynamically – How to make editable
Posted by [jeremy_c](#) on Tue, 13 Oct 2009 18:41:31 GMT

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I'm sorry, if that did not fix the problem, I am unsure of what else may be wrong. I am new to U++ as well but I do have many GridCtrl's that are directly editable using the method I described.

Sorry I couldn't be of more help!

Jeremy

Subject: Re: GridCtrl: Adding column dynamically – How to make editable
Posted by [sergeynikitin](#) on Tue, 13 Oct 2009 19:57:54 GMT

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I have included for the convenience of full original code. Quote:

```
void MyApp::QQuery()
{
    Sql sql ( SQL.GetSession() );
    String current_stmt_string;
    QResultTab.Add ( QResultTab1.SizePos(), t_ ( "QResultTab1" ) );

    QResultTab1.Add ( QResultArray.SizePos(), t_ ( "QResultArray" ) );
    QResultArray.Reset();
    QResultArray.ResizeColMode ( 0 ); // This will change created cloumn's width to use absolute
mode from ratio mode.
//GridControl->
    QResultArray.Appending().Removing().Editing().Accepting().Canceling().EditCell();
    QResultArray.RejectNullRow();

    current_stmt_string = "SELECT * FROM BOOK T1 LEFT JOIN BORROW_RECORD T2 ON
T1.ID = T2.BOOK_ID";

    if ( sql.Execute ( current_stmt_string ) )
    {
        int colCount = sql.GetColumns(); // Craete columns dynamically in the grid

        for ( int i = 0; i < colCount; ++i )
        {
            QResultArray.AddColumn ( sql.GetColumnInfo ( i ).name, t_ ( sql.GetColumnInfo ( i ).name ), 50
).Edit ( ? ? ? ? ? ? ? ? );
        }
    }
}
```

```

}

QResultArray.EditCell();

for ( ;; )
{
    Vector<Value> row;

    if ( !sql.Fetch ( row ) )
        break;

    QResultArray.Add ( row );
}
}

Sizeable().Zoomable();
}

```

Well, firstly. In this piece of code - the program reads the line, not columns.
Quote:

```

for ( ;; )
{
    Vector<Value> row;

    if ( !sql.Fetch ( row ) )
        break;

    QResultArray.Add ( row );
}
}

Sizeable().Zoomable();
}

```

In my humble opinion there is a lack of understanding of containers U++.

I recommend 1 times per day to sit down and reread the article [http://www.ultimatepp.org/srcdoc\\$Core\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html) to a full understanding. There are not very clear written for beginners, but with no understanding of the containers will not be able to write such a program using containers.

For example, in the last quoted piece should be
 Vector<Vector<Value> >
 instead of
 Vector<Value>

And if we talk about editing, then this definition should be in the class definition, but not in the local context. And then you can insert a variable EditString in the definition of the vector.

If the field is of indefinite type and want to use the type of Value, it is better to use the type "EditField", but not the type "EditString".

Then, while reading the lines and the recognition of the fields you want included in the definition of the class definition line for editing:

```
Vector<EditField> editline
```

When you add a column should write something like:

```
EditField& f = editline.Add();  
QResultArray.AddColumn ( sql.GetColumnInfo ( i ).name, t_ ( sql.GetColumnInfo ( i ).name ), 50  
.Edit ( f );
```

or, in short the same:

```
QResultArray.AddColumn ( sql.GetColumnInfo ( i ).name, t_ ( sql.GetColumnInfo ( i ).name ), 50  
.Edit ( editline.Add() );
```

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [sergeynikitin](#) on Tue, 13 Oct 2009 20:53:21 GMT

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Another comment, just noticed that you are using a macro t_() at runtime. In my opinion this is a macro definition for the compiler, and only works at compile time, and during the work can not be used (although could be wrong).

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [supa](#) on Tue, 13 Oct 2009 22:03:37 GMT

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Thank you sergeynikitin, and Mindtraveller. I feel privileged to get response from the senior members like you.

programmer who is returning to programming after more than a decade. So a lot to catch up, and for that I value each comment and information on this forum. During my last couple of weeks of starting into U++ (I chose U++ to restart programming because of its apparent simplicity), most of the time I am spending is on going through documentation and valuable forums and examples.

Any suggestion?

Thanks.

Subject: Re: GridCtrl: Adding column dynamically – How to make editable
Posted by [sergeynikitin](#) on Wed, 14 Oct 2009 01:55:32 GMT
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I did not test my solution. It must be near.

By the way, I'll try to solve a similar problem, if something will come, be sure to share my solution.

Subject: Re: GridCtrl: Adding column dynamically – How to make editable
Posted by [sergeynikitin](#) on Wed, 14 Oct 2009 17:23:14 GMT
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Vector should be replaced by Array.

class definition:

```
class DynGridTest : public WithDynGridLayout<TopWindow> {  
public:  
    typedef DynGridTest CLASSNAME;  
    DynGridTest();  
    void Prepare();  
    Array<EditString> vs; // <-- Must be in class definition  
};
```

main.cpp:

```
DynGridTest::DynGridTest()  
{  
    CtrlLayout(*this, "Grid Dynamic Column Add Test");  
}  
void DynGridTest::Prepare() {  
    vs.Clear();  
    for(int i = 0; i < 10; i++) {  
        grd.AddColumn("col"+AsString(i)).Editable(true).Edit(vs.Add());  
    }  
    for(int i = 0; i < 10; i++) {
```

```
grd.Add();
for(int j = 0; j < 10; j++) {
    grd(j) = "x="+AsString(j)+" "; y="+AsString(i);
}
}
grd.SetToolBar();
}
```

```
GUI_APP_MAIN
{
    DynGridTest app;
    app.Prepare();
    app.Run();
}
```

This example works fine.

File Attachments

1) [DynGridTest.zip](#), downloaded 328 times

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [supa](#) on Wed, 14 Oct 2009 18:46:31 GMT

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Thank you, thank you Sergey.

It worked for me. The only thing I observed (and this is my interpretation may not be correct) is that when we do the fetch using `Vector<Value>`, the value is `RichValue`, while the edit field we defined via `Array<EditString>` is `String`. In that case, the fetch worked fine, but while editing it gave conversion error.

So at fetch I converted to `String` and it worked fine.

It was great help and learning to me.

Subject: Re: GridCtrl: Adding column dynamically – How to make editable

Posted by [sergeynikitin](#) on Wed, 14 Oct 2009 21:16:26 GMT

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A more comprehensive example. The last but one column - type of date. The last column - integer.

File Attachments

1) [DynGridTest.zip](#), downloaded 338 times
