Subject: Small contribution to GridCtrl

Posted by bubo on Thu, 12 Nov 2009 13:47:28 GMT

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I would like to post some patch (or hack) to correct the "Immediate search" imperfection in GridCtrl.
Symptoms of the bug are simple: when you immediate search in "GridFind" control, "find" member loses the focus after each key press and
you have to restore carret position of GridFind with mouse.
So it is very annoying for me, especially when I need to search for text with more then one character.

Here are changes to correct this:

in "GridCtrl.h"

```
class GridCtrl .... {
    ....
    ....
private:
    ....
    ....
    void  DoInternalFind();   // add this private method somewhere
    ....
    ....
};
```

in "GridCtrl.cpp"

```
// in constructor of GridCtrl change one line
GridCtrl::GridCtrl()
{
    ....
    ....
    find <<= THISBACK(DoInternalFind);    // original was: "find <<= THISBACK(DoFind);"
    ....
    ....
}

// implementation of new method
void  GridCtrl::DoInternalFind()
{
    DoFind(); // find ctrl loses the focus (I don't know why)

    // restore focus and carret position (carret would be at the end of written search text)
    find.SetFocus();
```

```
    find.SetSelection(find.GetLength());
}
```

Notes:
This doesn't solves the case when carret wasn't at the end of serach text. So it need deeper implementation.
Or find out where in "DoFind" is the focus of "find" ctrl lost.

I would like to thank someone (who have write access to upp's SVN server) for applying this patch.

Subject: Re: Small contribution to GridCtrl
Posted by unodgs on Fri, 13 Nov 2009 19:14:55 GMT
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Try latest svn. It should be fixed now for every case. The focus was stolen during toolbar rebuilding.

Subject: Re: Small contribution to GridCtrl
Posted by bubo on Mon, 16 Nov 2009 08:00:13 GMT
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Thanks it is functional in latest svn.