Subject: edit data in arrayctrl [GOOD EXAMPLES...]
Posted by barpas on Fri, 24 Mar 2006 18:30:26 GMT
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maybe i'm an idiot but i thing i know the reason of UPP low popularity:

maybe i'm an idiot but for two hours im looking how make array control editable - (eg goEditing in builder)
looking reading and .... nothing

i use:

```
 teren.lista.SetEditable();
```

and

```
   teren.lista.AddColumn("x1",1).Edit(es1);
```

and testing very very other ideas

and NOTHING

maybe i'm an idiot but there is more idiots on the world
why we can't use UPP???

help my with this problem please ...

ps in my first step by builder i spend 10 seconds to find go editin options - it is very important for begginers to not loosing time ...

Subject: Re: edit data in arrayctrl
Posted by fudadmin on Fri, 24 Mar 2006 19:25:35 GMT
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Yes, life is difficult here... You have to look at the sources. It took me 10 min this time... Not perfect, but maybe as a starting point for you.

```
#include <CtrlLib/CtrlLib.h>

class App : public TopWindow {
 ArrayCtrl array;
 EditField arr_edit;
public:
    typedef App CLASSNAME;
 void ArrayEdit();
    App();
};
```

```
void App::ArrayEdit() {
 array.ColumnAt(0).Edit(arr_edit);
 }


App::App() {
    Add(array.SizePos());

  array.AddColumnAt(0,"Column0",50);
  array.AddColumnAt(1,"Column1",50);

  array.Add("1textfor0","1textfor1");
  array.Add("2textfor0","2textfor1");

 array.WhenLeftDouble = THISBACK(ArrayEdit); //double click to edit

    Sizeable().Zoomable();
    Title("ArrayEdit");
}


GUI_APP_MAIN
{
    App().Run();
}
```

Subject: Re: edit data in arrayctrl
Posted by barpas on Fri, 24 Mar 2006 20:15:49 GMT
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THANK YOU FOR HELP!!!

but when i tray to use it i have another problem:

i tray it that way:

```
 teren.lista.ColumnAt(teren.lista.GetClickColumn()).Edit(arr_ edit);
```

1. it working but only one time - when i change data and pres enter and then clicking another cell it wonts to edit cell i clicked first time ...

2. when i change data and not press enter and then click another cell i see nothng in first cell ... after that i can nothing to do with it ...

3. the same is when i click some cell eg. 4 times

4. sometimes when i'm clossing application i crashes with information:

assertion failed .... dynamic_cast<const RichValueRep *>(p)

help my again ?

Subject: Re: edit data in arrayctrl
Posted by fudadmin on Fri, 24 Mar 2006 20:43:51 GMT
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barpas wrote on Fri, 24 March 2006 20:15THANK YOU FOR HELP!!!

but when i tray to use it i have another problem:

i tray it that way:

```
  teren.lista.ColumnAt(teren.lista.GetClickColumn()).Edit(arr_ edit);
```

1. it working but only one time - when i change data and pres enter and then clicking another cell it wonts to edit cell i clicked first time ...

2. when i change data and not press enter and then click another cell i see nothng in first cell ... after that i can nothing to do with it ...

3. the same is when i click some cell eg. 4 times

4. sometimes when i'm clossing application i crashes with information:

assertion failed .... dynamic_cast<const RichValueRep *>(p)

help my again ?

For people willing to help is easier just to copy and test your piece than imagine how it must work. Please post the whole code here.

Subject: Re: edit data in arrayctrl
Posted by barpas on Fri, 24 Mar 2006 20:55:11 GMT
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here is it

ps. meybe You can answer me why it is not textured too...

File Attachments
1) robot.zip, downloaded 1990 times

Subject: Re: edit data in arrayctrl
Posted by mirek on Fri, 24 Mar 2006 22:14:57 GMT
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Quote:
class robot : public WithrobotLayout<TopWindow> {
public:
.....
 EditDouble x1, y1, x2, y2;
.....
};

robot::robot()
{
......
 teren.lista.AddColumn("x1",0).Edit(x1);
 teren.lista.AddColumn("y1",0).Edit(y1);
 teren.lista.AddColumn("x2",0).Edit(x2);
 teren.lista.AddColumn("y2",0).Edit(y2);
 teren.lista.Appending().Removing();
......
}

...I am not sure whether Appending/Removing applies here...

(ArrayEdit is not needed here).

You can also get "direct" editing (with Ctrls always visible) by

teren.lista.AddColumn("x1",0).Ctrls<EditDouble>();

Mirek

Subject: Re: edit data in arrayctrl
Posted by mirek on Fri, 24 Mar 2006 23:12:21 GMT
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OK, something I should have done a long time ago, a good reference examples demonstrating different ways of editing cells in ArrayCtrl:

```
#include <CtrlLib/CtrlLib.h>

#define LAYOUTFILE <ArrayCtrlEdits/ArrayCtrlEdits.lay>
#include <CtrlCore/lay.h>

struct App : public WithAppLayout<TopWindow> {
 EditDouble editdbl;

 typedef App CLASSNAME;
 App();
};

struct SqrNumberConvert : Convert {
 virtual Value Format(const Value& q) const {
  return IsNull(q) ? (double)Null : (double)q * (double)q;
 }
};

void EditDblMinMaxFactory(One<Ctrl>& ctrl)
{
 ctrl.Create<EditDouble>().MinMax(0, 1);
}

App::App()
{
 CtrlLayout(*this);
 list.AddColumn("Number").Edit(editdbl);
 list.AddColumnAt(0, "Number^2").SetConvert(Single<SqrNumberConvert>());
 list.AddColumn("Text").Ctrls<EditString>();
 list.AddColumn("Limited number").Ctrls(EditDblMinMaxFactory);
 list.AddCtrl(editor);
 list.AddCtrl(option);
 list.Appending().Removing();
 list.SetLineCy(EditField::GetStdHeight());
 list.ColumnWidths("49 63 74 96");
}

GUI_APP_MAIN
{
 App().Run();
}
```

ArrayCtrlEdits.lay:

```
LAYOUT(AppLayout, 416, 132)
 ITEM(ArrayCtrl, list, LeftPosZ(4, 300).TopPosZ(4, 124))
 ITEM(EditInt, editor, LeftPosZ(308, 104).TopPosZ(4, 19))
```

ITEM(Option, option, SetLabel(t_("Option")).LeftPosZ(308, 104).TopPosZ(28, 15))
END_LAYOUT

Mire

Subject: Re: edit data in arrayctrl
Posted by barpas on Fri, 24 Mar 2006 23:14:54 GMT
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thanks awfully!

teren.lista.AddColumn("x1",0).Ctrls<EditDouble>();

it is that what i need

i tray this metod before im writting:

teren.lista.AddColumn("x1",0).Edit(x1);

but i use:

EditString x1; (i find something like that on forum)

and it was my mistake... but now evrything works ok THANK YOU again

I wont to say something abaut UPP popularity:

In my opinion UPP worth to by farmous all over the world and should be used by many many people - there is a lot wonderful thigs in it (eg. containers, serialize mechanism etc..)

but there is colossal work to do - it must be more intuitional (simple to use) by people who are using delphi builder etc.
especially in "using widget" aspect builder is more more confortable to use ...

if that work won't be made that people will be discourage
fast ... it's a pity!

more people, more links, more aplications, more ideas ...
remember that all beginers are potential expert in future - so dont forget abaut as

upp worth it !!!

sory my english
Yours faithfuly
Bartek

ps if is there any person who wonts to make polish version of upp site (i'm to stiupid to do it alone), i can give good, unlimited hosting and help (in my possibility)

Subject: Re: edit data in arrayctrl
Posted by mirek on Fri, 24 Mar 2006 23:27:03 GMT
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barpas wrote on Fri, 24 March 2006 18:14
In my opinion UPP worth to by farmous all over the world and should be used by many many people - there is a lot wonderful thigs in it (eg. compactors, serialize mechanism etc..)

but there is colossal work to do - it must be more intuitional (simple to use) by people who are using delphi builder etc.
if it won't that people will be discourage
fast ... it's a pity!

more people, more links, more aplications, more ideas ...

Yes. OTOH, we need to gather resources for that colossal work now - it mostly involves creating experienced U++ programmers via forum tutoring that will spread the U++ fame, bring more people to use it , find bugs, write tutorials and start the chain reaction...

U++ was and IS developed as tool to solve the problem. We (I mean original U++ developers) always cared more about experienced programmers and daily use for developing of very complex apps than about C++ beginners. We are trying to make it more accessible, but there is limited amount of time we can dedicate on that...

Mirek
