
Subject: SqlCtrls and IsModified()

Posted by [bushman](#) on Wed, 16 Jun 2010 04:15:34 GMT

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the db ONLY if the user changes any of the field values.

What does method Upp::SqlCtrls::IsModified() do?

Is it to point whether a user edited any of the Ctrl contents in a SqlCtrls set?

In other words, how do I check whether a user changed the contents of any of the Ctrl's of a given SqlCtrls set?

Thanks!

Subject: Re: SqlCtrls and IsModified()

Posted by [mirek](#) on Wed, 16 Jun 2010 05:42:16 GMT

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table field contents for user edition and SqlUpdate the db ONLY if the user changes any of the field values.

What does method Upp::SqlCtrls::IsModified() do?

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Yes.

Mirek

Subject: Re: SqlCtrls and IsModified()

Posted by [bushman](#) on Wed, 16 Jun 2010 12:14:51 GMT

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SqlCtrls::Load calls would somehow automatically reset some modification flag internally to the SqlCtrls object. But then again I see this SqlCtrls::ClearModify() method and got a wakeup call,

Anyway, this might come up as somebody else's doubt too, so I thought I should post it.

Sorry for taking up your time...

Many thanks!

Subject: Re: SqlCtrls and IsModified()

Posted by [mirek](#) on Thu, 17 Jun 2010 07:38:39 GMT

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see why:

SqlCtrls::Load calls would somehow automatically reset some modification flag internally to the SqlCtrls object. But then again I see this SqlCtrls::ClearModify() method and got a wakeup call,

Anyway, this might come up as somebody else's doubt too, so I thought I should post it. Sorry for taking up your time...

Many thanks!

Actually, it somewhat comes to my surprise you bother to test it at all.

Usually, I am using SqlCtrls for dialog that edits some database row. Then it is simply, if user presses OK I do update...

BTW, my usual set of methods looks something like this:

```
PriceEntryDlg::PriceEntryDlg()
{
    CtrlLayoutOKCancel(*this, "Entry");
    ctrls
    (IMPRESSIONS, impressions)
    (REGION, region)
    (DURATION, duration)
    (PRICE, price)
    ;
}
```

```
void ProductSchemaDlg::NewPe()
{
    if(!product.IsCursor())
        return;
    PriceEntryDlg dlg;
    if(dlg.Execute() == IDOK) {
        SQL * dlg.ctrls.Insert(PRICE)(PRODUCT_ID, product.GetKey());
        int id = SQL.GetInsertedId();
        price.ReQuery();
        price.FindSetCursor(id);
    }
}
```

```
void ProductSchemaDlg::EditPe()
```

```

{
int id = price.GetKey();
if(IsNull(id))
return;
PriceEntryDlg dlg;
dlg.ctrls.Load(PRICE, ID == id);
if(dlg.Execute() == IDOK) {
SQL * dlg.ctrls.Update(PRICE).Where(ID == id);
price.ReQuery();
}
}

```

where product is master SqlArray and price is the SqlArray of those edited rows.

Mirek

Subject: Re: SqlCtrls and IsModified()
Posted by [bushman](#) on Sat, 19 Jun 2010 18:01:53 GMT
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I guess I see what you mean.

SqlCtrls set, so that users can navigate back and forth along the db table lines and alter them if

in a SqlCtrls set in a pop-up dlg. Instead, it goes like,

```

SqlCtrls ctrls;
Value currentId; // -> pointer to table row key id
...
ctrls
    (ID, idedit)
    (FIELD1, field1edit)
    ...
    (FIELDN, fieldnedit)
;
...
forwardbutton <<= THISBACK(MoveForward);
...
void MoveForward()
{
if(ctrls.IsModified())
SQL * ctrls.Update(TABLE).Where(ID == currentId);
SQL * Select(SqlMin(ID)).From(TABLE).Where(ID > currentId));
if(SQL.Fetch())

```

```
    currentId = SQL[0];
    ctrls.Load(SQL, TABLE, ID == currentId);
    ctrls.ClearModify(); // <-- reset modify flag
}
```

Thanks!

Subject: Re: SqlCtrls and IsModified()
Posted by [mirek](#) on Sun, 20 Jun 2010 15:53:34 GMT
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kropniczki wrote on Sat, 19 June 2010 14:01 I guess I see what you mean.

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    if(SQL.Fetch())
        currentId = SQL[0];
    ctrls.Load(SQL, TABLE, ID == currentId);
    ctrls.ClearModify(); // <-- reset modify flag
}
```

Thanks!

Something similar SqlArray can do for automagically. Just use AddCtrl method (of ArrayCtrl).

In fact, SqlCtrls were sort of derived from this arrangement to have something similar in dialogs.

Mirek
