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

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!

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 currendId;  // -> 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 14:01I 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
