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Subject: Some petitions for GridCtrl

Posted by [koldo](#) on Tue, 29 Jun 2010 09:11:31 GMT

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Hello Uno

I have some petitions to be implemented in GridCtrl.

If they are already implemented please tell me how to do it:

1. A kind of FindColumn function

Giving a column name, it returns its column index.

It could be like this:

```
int GridCtrl_FindColumn(GridCtrl &grid, String &colName) {
    for (int i = 0; i < grid.GetColumnCount(); ++i) {
        if (grid.GetColumnName(i) == colName)
            return i;
    }
    return -1;
}
```

2. Copy to Clipboard including column names row

At least an option to let this copy to clipboard behavior.

This way when copying a grid to an spreadsheet the column names would appear.

3. A kind of ReadCol function

A function to read a column (or part of it)

It could be like this:

```
Vector<Value> ReadCol(GridCtrl& grid, int col, int begin, int end)
{
    if (begin < 0 || end >= grid.GetRowCount() || col < 0 || col >= grid.GetColumnCount())
        throw Exc(t_("Wrong param. in ReadCol"));
}
```

```
Vector<Value> v;
```

```
for(int i = begin; i <= end; i++)
    v.Add(grid(i, col));
return v;
}
```

4. A kind of GetGridData/SetGridData functions

Some functions to set GridCtrl data to a Vector<Vector<Value> > and the opposite.

They could be like this:

```
Vector<Vector<Value> > GetGridData(GridCtrl& grid) {
    Vector<Vector<Value> > data;
```

```

for (int row = 0; row < grid.GetRowCount()+1; ++row)
    data.Add(grid.ReadRow(row));

return data;
}
void SetGridData(GridCtrl& grid, Vector<Vector<Value> > &data) {
    grid.Clear(true);
    if (!data.IsEmpty()) {
        int nrow = data.GetCount();
        int ncol = data[0].GetCount();
        for (int col = 0; col < data[0].GetCount(); ++col)
            grid.AddColumn(data[0][col]);
        grid.SetRowCount(data.GetCount()-1);
        for (int row = 0; row < grid.GetRowCount(); ++row)
            for (int col = 0; col < grid.GetColumnCount(); ++col)
                grid(row, col) = data[row+1][col];
    }
}

```

## 5. Xmlize

A simple implementation could be like this

```

template <> void Xmlize(XmlIO xml, GridCtrl& r) {
    Vector<Vector<Value> > data;

    if(xml.IsLoading()) {
        xml("data", data);
        SetGridData(r, data);
    } else {
        data = GetGridData(r);
        xml("data", data);
    }
}

```

Subject: Re: Some petitions for GridCtrl  
 Posted by [unodgs](#) on Thu, 01 Jul 2010 12:35:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Tue, 29 June 2010 05:11Hello Uno

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There is only FindCol(int id). I've never needed searching by column name that's why such method doesn't exist

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There's only ReadRow. I agree having ReadCol would be useful too

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        for (int col = 0; col < grid.GetColumnCount(); ++col)
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I'm not sure if these methods should be part of grid api. I'll think about that.

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```

Yes, easy loading/saving from/to xml would be nice.

I'll try to add most of requested functionality in a few days.

---

Subject: Re: Some petitions for GridCtrl

Posted by [koldo](#) on Tue, 06 Jul 2010 18:37:45 GMT

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---

unodgs wrote on Thu, 01 July 2010 14:35koldo wrote on Tue, 29 June 2010 05:11Hello Uno

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}

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```

```

grid.Clear(true);
if (!data.IsEmpty()) {
    int nrow = data.GetCount();
    int ncol = data[0].GetCount();
    for (int col = 0; col < data[0].GetCount(); ++col)
        grid.AddColumn(data[0][col]);
    grid.SetRowCount(data.GetCount()-1);
    for (int row = 0; row < grid.GetRowCount(); ++row)
        for (int col = 0; col < grid.GetColumnCount(); ++col)
            grid(row, col) = data[row+1][col];
}
}

```

I'm not sure if these methods should be part of grid api. I'll think about that.

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```

Yes, easy loading/saving from/to xml would be nice.

I'll try to add most of requested functionality in a few days.

Thank you

---

Subject: Add a control into the GridCtrl  
 Posted by [ratah](#) on Fri, 16 Jul 2010 07:37:17 GMT  
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---

Hy,

I'd like to add a question about Grid control like this

without success (no error in compilation but the exe doesn't run!!)

```
grid.AddColumn("Date", w3);  
grid.AddColumn("Montant", w4);
```

```
grid.AddRow(1);
```

```
grid.GetCtrl(0,2)->Add(dropDate);
```

Thank you for your responses

---

## File Attachments

1) [GRID.jpg](#), downloaded 993 times

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Subject: Re: Add a control into the GridCtrl  
Posted by [unodgs](#) on Sun, 18 Jul 2010 21:12:07 GMT  
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---

You can't assign control to particular cell. You can assign it to the column like this:

```
DropDate date;  
GridCtrl grid;
```

```
grid.AddColumn("Date").Edit(date);
```

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [unodgs](#) on Sun, 18 Jul 2010 22:51:40 GMT  
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---

Please check latest svn code. It all should be there. Please give me a sign if something isn't working as you expected or you found a bug (I haven't tested this code too much).

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [ratah](#) on Mon, 19 Jul 2010 07:26:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank you for your response,  
Quote: You can assign it to the column like this:  

```
grid.AddColumn("Date").Edit(date);
```

I need it on a line like a header where i apply filter (by date, an autocompletion into a editString, sort by code,...).

I tried to use an easy way by superposing my controls juste under the header and it have another bug: it does not refresh drawing as well when i scroll vertically.

(Sorry for my english, i 'am french speaker!!)

---

#### File Attachments

1) [refresh.gif](#), downloaded 1088 times

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Subject: Re: Some petitions for GridCtrl  
Posted by [ratah](#) on Mon, 19 Jul 2010 07:28:40 GMT  
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---

I use the last release 2467 (windows version of ultimate++)

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Subject: Re: Some petitions for GridCtrl  
Posted by [koldo](#) on Mon, 19 Jul 2010 20:53:29 GMT  
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---

unodgs wrote on Mon, 19 July 2010 00:51Please check latest svn code. It all should be there. Please give me a sign if something isn't working as you expected or you found a bug (I haven't tested this code too much).  
Hello Daniel

Thank you. I will test it.

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [unodgs](#) on Mon, 19 Jul 2010 22:03:58 GMT  
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---

ratah wrote on Mon, 19 July 2010 03:26Thank you for your response,  
Quote:You can assign it to the column like this:  
`grid.AddColumn("Date").Edit(date);`

I need it on a line like a header where i apply filter (by date, an autocompletion into a editString, sort by code,...).

I tried to use an easy way by superposing my controls juste under the header and it have another bug: it does not refresh drawing as well when i scroll vertically.

(Sorry for my english, i 'am french speaker!!)



Could you attach your code if it's not a problem?

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [ratah](#) on Wed, 21 Jul 2010 12:00:36 GMT  
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---

my code project has been sent to you in private message!  
Thank you

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [koldo](#) on Mon, 26 Jul 2010 15:42:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

koldo wrote on Mon, 19 July 2010 22:53unodgs wrote on Mon, 19 July 2010 00:51Please check latest svn code. It all should be there. Please give me a sign if something isn't working as you expected or you found a bug (I haven't tested this code too much).  
Hello Daniel

Thank you. I will test it.  
Hello Daniel

I have tested the functions and for me are ok, but some details in ReadCol() that I think are not natural, as now:

- the first grid column is the #1 instead of the 0#
- the row 0# is the header so the first data row is the row #1
- end\_row is copied or not to the Vector?

Please post in the Forum as usual if you change something as this affects to production code.

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [unodgs](#) on Wed, 28 Jul 2010 22:01:07 GMT  
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---

koldo wrote on Mon, 26 July 2010 11:42- the first grid column is the #1 instead of the 0#  
- the row 0# is the header so the first data row is the row #1

Should be fixed now.

Quote:

- end\_row is copied or not to the Vector?

yes, it's copied

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [koldo](#) on Thu, 29 Jul 2010 06:47:58 GMT  
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---

Thank you !

Tested ok!

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [sevenjay](#) on Fri, 24 Sep 2010 11:21:52 GMT  
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---

Hi,  
I have the other petition.  
It's like koldo's first one.  
Giving a column Id, it returns its column index.  
It's convenient for me because my column names sometimes change.  
I write this:  

```
int GridCtrl::FindCol(const Id& id) const
{
    for(int i = fixed_cols; i < total_cols; i++)
        if(alises.GetKey(i) == id)
            return i - fixed_cols;
    return -1;
}
```

hope this useful

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [sevenjay](#) on Sun, 26 Sep 2010 02:18:36 GMT  
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---

more one, i need to record the width of each column.

Find the width by Id:

```
int GridCtrl::FindColWidth(const Id& id)
{
    for(int i = fixed_cols; i < total_cols; i++)
        if(alises.GetKey(i) == id)
            return hitems[i].Width();

    return -1;
}
```

And there is a little bug for column Hidden().

when column Hidden(false) will be hidden.

Modify in GridBase.cpp:

```
GridCtrl::ItemRect& GridCtrl::ItemRect::Hidden(bool b)
{
```

```
hidden = b;  
if(hidden) size = 0;//modify this to avoid always hidden  
return *this;  
}
```

BTW, GridCtrl is a very great control.  
Thank you all.

---

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Subject: Re: Some petitions for GridCtrl  
Posted by [unodgs](#) on Mon, 27 Sep 2010 17:06:33 GMT  
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---

Thanks! Hidden fixed, FindCol added (FindColWidth is too specific)

---

---

Subject: Re: Some petitions for GridCtrl  
Posted by [koldo](#) on Thu, 30 Sep 2010 08:52:25 GMT  
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---

Hello unodgs

I have found that you have included CopyColumnNames() function to copy column names to the Clipboard (I have discovered it when I was going to implement it by myself ).

Have you included more things?

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Subject: Re: Some petitions for GridCtrl  
Posted by [AnnabelleR](#) on Thu, 02 Dec 2010 12:51:38 GMT  
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---

I tried it and it is working ok.  
Thanks for the information.

---