Subject: ArrayCtrl and converters
Posted by mubeta on Wed, 21 Jul 2010 14:25:34 GMT
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Hi all,
(I am not a C++ developer, so I use U++ for write my applications).

I am using ArrayCtrl for show some variables readed from an external device connected via bus. These variables should be formatted in various mode: decimal, hexadecimal and binary.

ArrayCtrl offer, (what I found), two way: 1) column editor that can can be one of many offered from U++ or self made with own converter; 2) cell editor, with the same peculiarity of the point 1).

My problem: I want to list my vars not in columns, but I rows, so, for the same column, but different row, I have to connect the cell with and different editor, using SetCtrl(..).

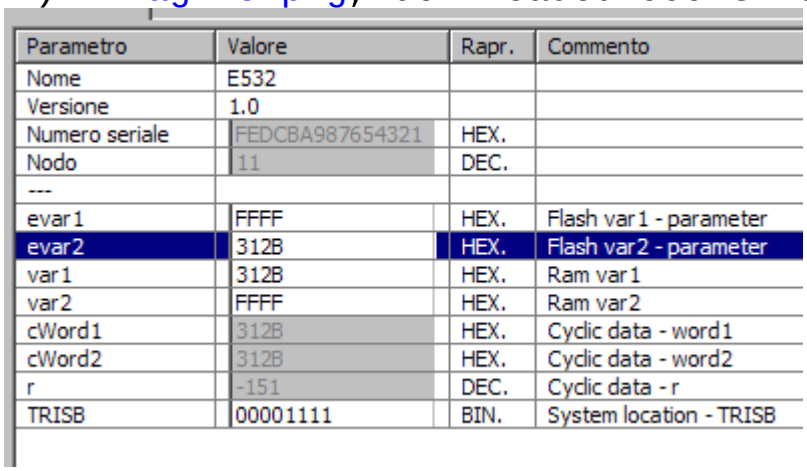
The problem is: Now my vars can be showed in lot of format: binary, decimal, hexadecimal, but they are also editable, and I don't want this. The editor can be disabled, yes, but it change is color and is not so easy for read the value.

Question:
1) How I can connect every single cell to an different converter, not editable?
2) How I can chenge this converter in runtime?

Hope for some help.
Thanks.

File Attachments

1) Immagine.png, downloaded 999 times



Parametro	Valore	Rapr.	Commento
Nome	E532		
Versione	1.0		
Numero seriale	FEDCBA987654321	HEX.	
Nodo	11	DEC.	
---			
evar1	FFFF	HEX.	Flash var1 - parameter
evar2	312B	HEX.	Flash var2 - parameter
var1	312B	HEX.	Ram var1
var2	FFFF	HEX.	Ram var2
cWord1	312B	HEX.	Cyclic data - word1
cWord2	312B	HEX.	Cyclic data - word2
r	-151	DEC.	Cyclic data - r
TRISB	00001111	BIN.	System location - TRISB

Subject: Re: ArrayCtrl and converters

Posted by mrjt on Wed, 21 Jul 2010 14:41:58 GMT
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Firstly, instead of using Disable on the EditCtrls you could use ReadOnly and ClearFrames to get what you want.

But I'm pretty you actually want to use ArrayCtrl::SetDisplay. You can even link it to any Convert classes you have:

```
template<class T>
class ConvertDisplay : public Display
{
private:
 T convert;
public:
 virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const
 {
  Display &d = StdDisplay();
  d.PaintBackground(w, r, q, ink, paper, style);
  d.Paint(w, r, convert.Format(q), ink, paper, style);
 }
};
// For instance:
typedef ConvertDisplay<ConvertHex> DisplayHex;
```

(untested, but the principle is sound)

Subject: Re: ArrayCtrl and converters
Posted by mubeta on Wed, 21 Jul 2010 18:10:38 GMT
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Success.

Thanks a lot.
