Subject: ArrayCtrl and converters
Posted by mubeta on Wed, 21 Jul 2010 14:25:34 GMT

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 482 times

Subject: Re: ArrayCtrl and converters
Posted by mrjt on Wed, 21 Jul 2010 14:41:58 GMT

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.