

---

Subject: How to sort the ArrCtrl [SOLVED]  
Posted by [forlano](#) on Tue, 04 Apr 2006 16:50:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In the ArrCtrl documentation there are many Sort methods with obscure (for me) syntax.

I can avoid all of them with the following approach:

- 1) get the record from the array
- 2) sort them
- 3) clear the array
- 4) put the sorted record in the array.

But I am sure there is shortcut for it thought for lazy man. Just I would like to click on the header of the array and it show the new order. Is there somebody (I know who ) that can show one minimalist example?

Thank you,  
Luigi

---

---

Subject: Re: How to sort the ArrCtrl  
Posted by [fudadmin](#) on Wed, 05 Apr 2006 01:08:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

forlano wrote on Tue, 04 April 2006 17:50In the ArrCtrl documentation there are many Sort methods with obscure (for me) syntax.

I can avoid all of them with the following approach:

- 1) get the record from the array
- 2) sort them
- 3) clear the array
- 4) put the sorted record in the array.

But I am sure there is shortcut for it thought for lazy man. Just I would like to click on the header of the array and it show the new order. Is there somebody (I know who ) that can show one minimalist example?

Thank you,  
Luigi

You are not lazy enough once again! 4 Operations!!! and so difficult?! You must avoid such thinking with Ultimate++...

Why not to start with easy things:

```
arr.Sort(int_col);
```

P.S. Sorry for the delay - I didn't want you to die so soon..

---

---

Subject: Re: How to sort the ArrCtrl  
Posted by [forlano](#) on Wed, 05 Apr 2006 14:21:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

fudadmin wrote on Wed, 05 April 2006 03:08

You are not lazy enough once again! 4 Operations!!! and so difficult?! You must avoid such thinking with Ultimate++...

Why not to start with easy things:

```
arr.Sort(int_col);
```

P.S. Sorry for the delay - I didn't want you to die so soon..

Only now I have had the chance to try it. I couldn't believe that this line was the solution. I've attached the following method

```
void Tab1::SortRecord() // body of the callback
{ arr.Sort(0);
}
```

to a button and it worked! .

If I put your line inside the AddPlayer method the array is always sorted. I prefer to see the added record at the end and then sort when I need. So the decision of a new method... and new button...

This is really the perfect tool for lazy people. I can become mad if I remind the time lost to reinvent the wheel with other tool. I suspect my application ported to U++ will be long maybe 1/5 of the previous one.

But this is not what I wanted! In fact I wanted to click on the 'header' to get an array sorted. So I started to think in a lazy way... to prevent future complain . After some investigation I got the answer:

```
void Tab1::SortRecord()
{ int i;
  i = arr.GetClickColumn();
  arr.Sort( i );
}
```

associated to doubleclick event in the constructor

```
arr.WhenLeftDouble = THISBACK(SortRecord);
```

This is even better from point of view of lazyness because I do not need to move the mouse up to the header of the array when I am at its bottom (notoriously a very time and energy consuming

task). I hope you agree

Luigi

---

---

Subject: Re: How to sort the ArrCtrl

Posted by [mirek](#) on Wed, 05 Apr 2006 15:49:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sorry, that is wrong. GetClickColumn returns the column, but only if you click at "cells".

What you need to use is WhenAction of HeaderCtrl::Column like this:

```
array.AddColumn("MyColumn").HeaderTab().WhenAction = THISBACK(SortByColumn);
```

BTW, quite handy here is using THISBACK1, because that way you can pass column index:

```
void MyApp::SortColumn(int column)
{
    array.Sort(i);
}
```

.....

```
array.AddColumn("MyColumn1").HeaderTab().WhenAction = THISBACK1(SortByColumn, 0);
array.AddColumn("MyColumn2").HeaderTab().WhenAction = THISBACK1(SortByColumn, 1);
```

Mirek

---

---

Subject: Re: How to sort the ArrCtrl

Posted by [fudadmin](#) on Wed, 05 Apr 2006 16:03:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Wed, 05 April 2006 16:49Sorry, that is wrong. GetClickColumn returns the column, but only if you click at "cells".

What you need to use is WhenAction of HeaderCtrl::Column like this:

```
array.AddColumn("MyColumn").HeaderTab().WhenAction = THISBACK(SortByColumn);
```

BTW, quite handy here is using THISBACK1, because that way you can pass column index:

```
void MyApp::SortColumn(int column)
{
    array.Sort(i);
}
```

.....

```
array.AddColumn("MyColumn1").HeaderTab().WhenAction = THISBACK1(SortByColumn, 0);
array.AddColumn("MyColumn2").HeaderTab().WhenAction = THISBACK1(SortByColumn, 1);
```

Mirek

Mirek,

You have been faster than me!  
You have too much free time...

...

---

---

Subject: Re: How to sort the ArrCtrl  
Posted by [mirek](#) on Wed, 05 Apr 2006 16:12:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote: You have been faster than me!  
You have too much free time...

...

Yes, when I am \_supposed\_ to do my "money" work, I have usually a plenty of time responding to forum Which will inevitably result to lagging my work progress, being awake for too long and sleeping for only 5 hours... again...

Mirek

---

---

Subject: Re: How to sort the ArrCtrl  
Posted by [fudadmin](#) on Wed, 05 Apr 2006 16:43:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Wed, 05 April 2006 17:12Quote: You have been faster than me!  
You have too much free time...

...

Yes, when I am \_supposed\_ to do my "money" work, I have usually a plenty of time responding to forum Which will inevitably result to lagging my work progress, being awake for too long and sleeping for only 5 hours... again...

Mirek

Mirek, you know that I'm really concerned about your wellbeing. That's why I'm trying to learn as much, and as quickly, as possible myself to help the Ultimate++ cause. You don't have to respond in these "Forlano lessons" immediately. I'm trying to teach with some fun aspect and also let Luigi to discover some things himself while sometimes only providing just hints.

Anyway, thanks a lot once again and care yourself!

---