
Subject: Automating dialogs used for editing
Posted by [cbpporter](#) on Mon, 06 Sep 2010 10:31:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I encounter this scenario quite often: you have a dialog with a list of items. Selecting an item updates the dialog. Modifying a widget in the dialog updates the object from the list.

A typical application does this several times, and every time I add a new field to an object, I must create a callback, set the callback to the new control and write some very simple yet tedious update code.

I was wondering if we couldn't come up with a simpler solution. The one solution we have right now that does what I want or close is ArrayCtrl. But I have far too many fields and I don't want to scroll the ArrayCtrl horizontally.

Subject: Re: Automating dialogs used for editing
Posted by [mirek](#) on Wed, 13 Oct 2010 17:47:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

cbpporter wrote on Mon, 06 September 2010 06:31 I encounter this scenario quite often: you have a dialog with a list of items. Selecting an item updates the dialog. Modifying a widget in the dialog updates the object from the list.

A typical application does this several times, and every time I add a new field to an object, I must create a callback, set the callback to the new control and write some very simple yet tedious update code.

I was wondering if we couldn't come up with a simpler solution. The one solution we have right now that does what I want or close is ArrayCtrl. But I have far too many fields and I don't want to scroll the ArrayCtrl horizontally.

I cannot say I fully understand, but usually I have single all-compassing method "Sync" in dialog, which does all the updates based on all relevant widgets, then simply assign this one to any relevant widget I add - sometimes, when possible, I even use the loop over all widgets to do so...