Subject: Keeping EditString content in gridctrl
Posted by BioBytes on Fri, 26 Nov 2010 20:46:36 GMT
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Hi friends,

I have a gridctrl which first column could be edited using an EditString object (skillEdit)and other columns using an array of EditIntSpin (levelEdit) :

```
qsGridCtrl.GetColumn(0).Edit(skillEdit);

for(int i=0;i< qsGridCtrl.GetColumnCount()-1;i++)levelEdit.Add().MinMax(0,3 );

for(int p=1;p< qsGridCtrl.GetColumnCount();p++)qsGridCtrl.GetColumn(p).Edit (levelEdit.At(p-1));

qsGridCtrl.StartEdit();
```

When edition starts, the content of the cell being edited in EditString disappears. I would like to keep the EditString content in order to modify the string or part of this string. I do nit have this issue with the EditIntSpin objects.

Is anybody has an idea ?

thanks a lot for help

Biobytes

Subject: Re: Keeping EditString content in gridctrl
Posted by BioBytes on Thu, 09 Dec 2010 19:38:37 GMT
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Hi

I reply to myself as sometimes some effort given to this marvelous tool that is U++ can lead to solution by oneself. The way is to create a tab of EditString and to assign it to the first column (column 0)to be edited on the selected line :

```
Array<EditString> editSkill;
Array<EditIntSpin> levelEdit;
editSkill.Add();

for(int i=0;i<  qsGridCtrl.GetColumnCount()-1;i++)levelEdit.Add().MinMax(0,3 );

qsGridCtrl.GetColumn(0).Edit(editSkill.At(0));

for(int p=1;p<  qsGridCtrl.GetColumnCount();p++)qsGridCtrl.GetColumn(p).Edit (levelEdit.At(p-1));
```

qsGridCtrl.StartEdit();

That works perfectly so this topic is closed. Hoping this could help other developers.

Regards
Biobytes

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