Subject: ArrayCtrl and EditString WithDropChoice
Posted by r1kon on Wed, 12 Jan 2011 19:37:49 GMT

Hello

I know this is possible because I've seen screenshots and such with this in it. I have an array ctrl (we'll call it cArr) which is a member of a tab in myTabLayout.

So, it is called with:

    myTabLayout.cArr.Function();

My problem is I have 4 columns in the array ctrl, and the 3 of the columns cells should contain a string, with a drop choice of pre-defined values. I'm not sure how to add in an EditString WithDropChoice control into an ArrayCtrl cell...and it's driving me up the wall

Any help at all with this would be GREATLY appreciated!

Thank you! And I'm very excited to be part of the U++ community..in my opinion, this is the BEST dev environment there is, and I've used it many times to create super useful applications.

-Kevin

Subject: Re: ArrayCtrl and EditString WithDropChoice
Posted by mirek on Wed, 12 Jan 2011 21:58:56 GMT

Well, as your widget has to be configured ('predefined values')

If it is possible to configure it in default constructor, do something like:

```
struct MyField : WithDropChoice<EditString> {
  MyField() {
    AddList("Predefined value 1");
    ....
  }
}
```


array.AddColumn("xyz").Ctrls<MyField>();

If this is not possible, you will need to keep widgets in your own Array and use Array::SetCtrl to assign configured items to cells where you need them.

Mirek