
Subject: ArrayCtrl: ghost Image after "delete row" [602 BUG?] -Maybe... - Update required

Posted by [forlano](#) on Thu, 13 Apr 2006 14:21:59 GMT

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

Hello,

(U++ 602)

one column of my ArrayCtrl has an OptionButton. When I delete a row its image remain while the row disappear (see the attached image file). That "ghost" image disappear after repainting the screen with some action (for example switching between tab pages).

Luigi

Edit: Attachment deleted by fudadmin. [SOLVED]

Subject: Re: problem with "delete row" in ArrayCtrl

Posted by [mirek](#) on Fri, 14 Apr 2006 07:52:57 GMT

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

I have troubles to reproduce the bug. Could you post the whole package please?

Mirek

Subject: Re: problem with "delete row" in ArrayCtrl

Posted by [fudadmin](#) on Fri, 14 Apr 2006 12:41:23 GMT

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

That package was posted in OptionImage topic... But I lost patience when renaming absolute references and was not able to compile for too long... and after I remade everything from scratch I don't have those "ghosts". The suspicious thing to me was that Luigi had created an application instance and included it as "extern App app_instance" in nearly every file and then was calling its grandchildren methods (status update) from other app's great-grandchildren (array count). AFAIK, it's not a good practice. What do you think?

Subject: Re: problem with "delete row" in ArrayCtrl

Posted by [forlano](#) on Fri, 14 Apr 2006 15:48:39 GMT

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

fudadmin wrote on Fri, 14 April 2006 14:41 That package was posted in OptionImage topic... But I lost patience when renaming absolute references and was not able to compile for too long... and after I remade everything from scratch I don't have those "ghosts". The suspicious thing to me was that Luigi had created an application instance and included it as "extern App app_instance" in nearly every file and then was calling its grandchildren methods (status update) from other app's

great-grandchildren (array count). AFAIK, it's not a good practice. What do you think?

In fact after Aris restyled the application the "ghost" disappeared. I do not know what spell he did. If it should appear I'll inform you.

Luigi

Subject: Re: problem with "delete row" in ArrayCtrl
Posted by [forlano](#) on Sun, 16 Apr 2006 10:52:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

HAAAAAAAAAAAAAAAA... The ghost appeared again!

Here is the spell to see it:

1. add three lines with "Add Player" button
2. remove the "first" record in the arrayctrl (if you remove the last line it doesn't appear).

I freezed the package. If you want I can post.

Luigi

Subject: Re: problem with "delete row" in ArrayCtrl
Posted by [fudadmin](#) on Sun, 16 Apr 2006 15:18:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

forlano wrote on Sun, 16 April 2006 11:52HAAAAAAAAAAAAAAAA... The ghost appeared again!

Here is the spell to see it:

1. add three lines with "Add Player" button
2. remove the "first" record in the arrayctrl (if you remove the last line it doesn't appear).

I freezed the package. If you want I can post.

Luigi

Maybe do you have the very personal ghost?

I can't reproduce it.

Some questions:

1. Have you changed anything from my original package?
 2. And what do use for deleting the very first row ???
 3. And have you upgraded to the latest U++ version?
-

Subject: Re: problem with "delete row" in ArrayCtrl

Posted by [forlano](#) on Sun, 16 Apr 2006 16:19:39 GMT

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

fudadmin wrote on Sun, 16 April 2006 17:18

Maybe do you have the very personal ghost?

I can't reproduce it.

Some questions:

1. Have you changed anything from my original package?
2. And what do use for deleting the very first row ???
3. And have you upgraded to the latest U++ version?

1. yes, just I've added one more column in the array, added two new iml image and two new callback, and of course a wonderful SetFilter() method . But the ghost is indipendent by my last modification.

2. the popup menu that appear with right click

3. no. I'm using the official 602 version. If you cannot reproduce it means has been already fixed.

PS: By the way... I've one more question about the callback but i post it in the usual place

Luigi

Edit: Atachment deleted by fudadmin. [SOLVED]

Subject: Re: problem with "delete row" in ArrayCtrl

Posted by [fudadmin](#) on Sun, 16 Apr 2006 17:50:53 GMT

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

I tried your package.

I think, your ghost is from the 602 version. You should upgrade.

Subject: Re: problem with "delete row" in ArrayCtrl

Posted by [forlano](#) on Sun, 16 Apr 2006 20:43:00 GMT

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

fudadmin wrote on Sun, 16 April 2006 19:50I tried your package.

I think, your ghost is from the 602 version. You should upgrade.

You were right. After the upgrade the ghost disappeared.

Thank you
