Subject: Wrapping text in ArrayCtrl cells
Posted by bushman on Thu, 03 Feb 2011 22:14:39 GMT
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How to add text rows to an ArrayCtrl, keeping cell widths constant, and at the same time resizing

when it does not fit cell size.

```
// in .h file:
ArrayCtrl wraparray;

...

// somewhere in code initialization:
wraparray.AddColumn().Ctrls(THISBACK(CreateDocEdit));

...

// DocEdit factory callback:
MyProg::CreateDocEdit(One<Ctrl>& x)
{
 x.Create<DocEdit>().NoBackground().SetFrame(NullFrame()).Disable();
}

...

// Adding rows: here's where I guess things go wrong!
void MyProg::AddRowsToWrapArray(Vector<Value>& rows)
{
 int line, cy_height;
 const int FONT_HEIGHT = GetTextSize("text sample", GetStdFont()).cy;

// this is weird, but necessary, or last included row won't show properly:

 if(wraparray.GetCount() > 0)
  wraparray.Remove(wraparray.GetCount() - 1);

 for(int ix = 0; ix < rows.GetCount(); ix ++) {
  wraparray.Add(rows[ix]);
  line = wraparray.GetCount() - 1;
  DocEdit * de = (DocEdit*)wraparray.GetCtrl(line, 0);
  cy_height = (de->GetLineCount() + 1)*FONT_HEIGHT;
  de->SetRectY(0, cy_height);
  wraparray.SetLineCy(line, cy_height);
  de->RefreshLayout();
 }
```

```
// this is weird, but necessary, or last included row won't show properly:
 wraparray.Add();
}
```

the DocEdit's do not seem to resize right, and I really would not like that the DocEdit scrollbars showed up for scrolling down hidden text because of wrong resizing.
What am I doing wrong?
Is there another simpler way of doing it?
Could it be possible to have a method like "void SetWrapLines(bool wrap = true);" for ArrayCtrl?

Thanks!!

Subject: Re: Wrapping text in ArrayCtrl cells
Posted by mirek on Fri, 04 Feb 2011 15:08:41 GMT
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This is a little bit tricky, as ArrayCtrl itself never changes the cellheight - you would have to somehow adjust it from client code.

Subject: Re: Wrapping text in ArrayCtrl cells
Posted by bushman on Fri, 04 Feb 2011 15:34:55 GMT
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Actually, I did a few tests in which I prompted the de->GetLineCount() and it ALWAYS returns 1,

the current number of text lines in the TextCtrl?
The Upp Text.h code source gives me something like
 int GetLineCount() const { return line.GetCount(); } , where Vector<Ln> line; is a Vector, in which apparently each Ln struct corresponds to a wrapped line string in the TextCtrl view. How come it always return 1?

Thank you again

Subject: Re: Wrapping text in ArrayCtrl cells
Posted by bushman on Fri, 04 Feb 2011 19:06:28 GMT
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I guess I found a solution to this issue myself; I'm using RichTextCtrl's instead of DocEdit's:

// this time around, wraparray ctrl factory callback creates RichTextCtrls instead:

```
void MyProg::CreateRichText(One<Ctrl>& x)
{
 x.Create<RichTextCtrl>().NoSb();
}

void MyProg::AddRowsToWrapArray(Vector<Value>& rows)
{
 int line, height;
 String str;
 for(int ix = 0; ix < rows.GetCount(); ix ++) {
// enter cell text as QTF:
  str = "[G1 " + rows[ix].ToString() + "]"; // G => make sure StdFont is used
  wraparray.Add(str);
  line = wraparray.GetCount() - 1;
// Get back pointer to cell RichTextCtrl
  RichTextCtrl * ra = (RichTextCtrl*)wraparray.GetCtrl(line, 0);
// Here's da trick!
  height = ::GetSmartTextHeight("\1" + str, ra->GetRect().Width()); // "\1" => tell function it's QTF
// resize both, RichTextCtrl and ArrayCtrl cell heights:
  ra->SetRectY(0, height);
  wraparray.SetLineCy(line, height);
  wraparray.RefreshLayoutDeep();
 }
}
```

It works perfectly!
Thank you.

Subject: Re: Wrapping text in ArrayCtrl cells
Posted by mirek on Fri, 18 Feb 2011 12:06:28 GMT
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kropniczki wrote on Fri, 04 February 2011 10:34Actually, I did a few tests in which I prompted the

TextCtrl::GetLineCount() supposed to return the current number of text lines in the TextCtrl?

Well, it can be a little bit confusing, but it actually returns a number of paragraphs. But then, this is the main difference between DocEdit and LineEdit - DocEdit treats lines (defines as something that ends with '\n'), LineEdit as lines (does not do wordwrap).

Mirek

Subject: Re: Wrapping text in ArrayCtrl cells
Posted by mirek on Fri, 18 Feb 2011 12:07:13 GMT
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kropniczki wrote on Fri, 04 February 2011 14:06I guess I found a solution to this issue myself; I'm using RichTextCtrl's instead of DocEdit's:

Well, that is a smarter solution anyway

Mirek