Subject: GridCtrl column's .Edit
Posted by Wlad on Fri, 11 Mar 2011 10:44:18 GMT

I want to reset the instance of GridCtrl every time (and frequently)
The main purpose of sucj behavior is to tune GridCtrl to many different float 2d arrays with
different sizes.

I do such sequence of actions:

```
...
grid.Clrear(true);
....
grid. .... .Editing()..SelectRow(false). ...
...
//bla-bla-bla
....
//-------------------
static void SetGridTHeader( GridCtrl& grid, float* t, int tCount, Ctrl& ctrl  )
{
   for( int i = 0; i < tCount; ++i )
   {
      float value = t[i];
      grid.SetFixed( 0, i+1,::FormatDoubleFix(value, 0, /*FD_SIGN|*/FD_ZERO) );
      grid.GetColumn( i ).Edit( ctrl );
   }
}
```
Note! All cells are of float type.
The upmost row (header) is the set of temperature.
The "working cells" are any coefficients used in my application.
Is it right way (ctrl may be the same instance for all columns) or I MUST to pass to .Edit
DIFFERENT instances of EditDouble?

Subject: Re: GridCtrl column's .Edit
Posted by unodgs on Fri, 11 Mar 2011 11:26:04 GMT

You must pass new instance for every column.

```
Array<EditDouble> edits;
edits.SetCount(tcount);
for( int i = 0; i < tCount; ++i ) {
grid.SetFixed(0, i + 1, FormatDoubleFix(value, 0, FD_ZERO));
grid.GetColumn(i).Edit(edits[i]);
}
```

Subject: Re: GridCtrl column's .Edit
Posted by Wlad on Fri, 11 Mar 2011 12:35:32 GMT

unodgs wrote on Fri, 11 March 2011 13:26You must pass new instance for every column.

Array<EditDouble> edits;
edits.SetCount(tcount);
...}

OK.
Just a little additional question.
Does SetCount call constructors (for additionally created EditDouble-s if new Count > old count) and destructors (vise verza)?

Subject: Re: GridCtrl column's .Edit
Posted by Wlad on Fri, 11 Mar 2011 12:48:59 GMT

Wlad wrote on Fri, 11 March 2011 14:35unodgs wrote on Fri, 11 March 2011 13:26You must pass new instance for every column.

Array<EditDouble> edits;
edits.SetCount(tcount);
...}

OK.
Just a little additional question.
Does SetCount call constructors (for additionally created EditDouble-s if new Count > old count) and destructors (vise verza)?
Aha. I see. It's OK.
TNX very much!