Subject: DropGrid improvement proposals
Posted by koldo on Mon, 04 Apr 2011 09:34:41 GMT
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Hello Daniel

I like DropGrid control. To make it a little more standard I propose you a couple of changes in DropGrid.cpp:

- Now if control is not editable, it appears with white background as editable
To fix it the change would be:

```
 void DropGrid::Paint(Draw& w)
  ...
  Color bg = !IsEnabled() || !IsEditable() ? ... // Added || !IsEditable()
```

- When doing a SetData(Null) or just clearing the value in ClearValue() or DoClearValue(), SetFocus() is called .
As in my program a WhenAction function in an EditString is calling droplist.SetData(Null), the EditString loses the focus . However when inserting non Null data, focus is not lost.
To fix it just remove SetFocus() in both methods.

I would like to get a derived DropGrid control but editable at the same time that drop list is shown. Where in the code drop list is cleared when control loses the focus?

Subject: Re: DropGrid improvement proposals
Posted by unodgs on Mon, 04 Apr 2011 10:49:07 GMT
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koldo wrote on Mon, 04 April 2011 05:34Hello Daniel

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Where in the code drop list is cleared when control loses the focus?
You're right. Calling SetFocus is a mistake and this should be fixed. I only wonder why I did this .
I'll check it in the evening.

Subject: Re: DropGrid improvement proposals
Posted by koldo on Mon, 04 Apr 2011 11:14:56 GMT
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Hello Daniel

Great!

In addition, by default null_action var is set to true, so doing a SetData(Null) forces a call to WhenAction.

As in U++ WhenAction is used AFAIK only when there is direct user interaction (mouse or keyboard), could you check it?
