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Subject: GridCtrl: detecting a change of a search string

Posted by [Novo](#) on Sat, 16 Apr 2011 16:30:10 GMT

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I'm trying to use the WhenSearchCursor callback to detect changing of a search string (to recalculate summary value). It works fine in all cases except of one, when a search string gets cleared.

Is there a way to detect this situation?

TIA

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Subject: Re: GridCtrl: detecting a change of a search string

Posted by [unodgs](#) on Tue, 07 Jun 2011 06:29:43 GMT

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Novo wrote on Sat, 16 April 2011 12:30 I'm trying to use the WhenSearchCursor callback to detect changing of a search string (to recalculate summary value). It works fine in all cases except of one, when a search string gets cleared.

Is there a way to detect this situation?

TIA

You mean WhenSearchCursor is not called in that case (when string gets cleared) ?

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Subject: Re: GridCtrl: detecting a change of a search string

Posted by [Novo](#) on Fri, 10 Jun 2011 01:44:03 GMT

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unodgs wrote on Tue, 07 June 2011 02:29 Novo wrote on Sat, 16 April 2011 12:30 I'm trying to use the WhenSearchCursor callback to detect changing of a search string (to recalculate summary value). It works fine in all cases except of one, when a search string gets cleared.

Is there a way to detect this situation?

TIA

You mean WhenSearchCursor is not called in that case (when string gets cleared) ?

Yes. I also tried to attach a callback directly to the member find, but unfortunately it gets reset when search options are changed.

I also need to handle enter when immediate search is disabled. If I install a handler on find.WhenEnter it also will be reset when search options change.

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Subject: Re: GridCtrl: detecting a change of a search string

Posted by [unodgs](#) on Sun, 26 Jun 2011 11:11:23 GMT

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WhenSearchCursor is now called when search string is cleared. Could you explain what you mean by "find.WhenEnter[/b] it also will be reset when search options change"?

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Subject: Re: GridCtrl: detecting a change of a search string

Posted by [Novo](#) on Sun, 26 Jun 2011 13:17:46 GMT

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unodgs wrote on Sun, 26 June 2011 07:11 Could you explain what you mean by "find.WhenEnter it also will be reset when search options change"?

```
void GridCtrl::SetFindOpts(int n)
{
    switch(n)
    {
        case 0:
            search_immediate = !search_immediate;
            if(!search_immediate)
            {
                find <<= THISBACK(Nothing);
                find.WhenEnter = THISBACK(DoFind);
            }
            else
            {
                find <<= THISBACK(DoFind);
                find.WhenEnter = THISBACK(Nothing);
            }
            break;
        case 1:
            search_hide = !search_hide;
            if(!String(~find).IsEmpty())
            {
                if(!search_hide)
                    ShowRows();
                else
                    DoFind();
            }
            break;
        case 2:
            search_highlight = !search_highlight;
            if(!search_highlight)
            {
```

```
    ClearFound(false);  
    Refresh();  
}  
else  
    DoFind();  
break;  
case 3:  
    search_case = !search_case;  
    DoFind();  
    break;  
}  
}
```

GridCtrl::SetFindOpts() resets find.WhenEnter and find.WhenAction when search\_immediate option is changed. Sorry, it is just one option.

I believe member find was made public by mistake.

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