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Subject: conversion between data of a cell of the arrayctrl to int

Posted by [forlano](#) on Mon, 17 Apr 2006 22:11:09 GMT

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Hello,

to prevent the crash of my application I used the following conversion to send in the EditInt editRatNat an integer taken from a cell of the arrayctrl

```
editRatNat <<= atoi( AsString(arr.Get(int_row, "RatNat")) );
```

now it works but it was necessary to add even an

```
#include <cstdlib>
```

that has the taste of C. Now I'm not sure if atoi() can work with String or at some moment the application will crash. I've ALT+J in String.cpp to understand if AsString return a C string of something else. The result of the investigation was a nightmare .

The question: does exist a smart U++ way to produce the correct cast or what I have done is enough?

Luigi

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Subject: Re: conversion between data of a cell of the arrayctrl to int

Posted by [mirek](#) on Mon, 17 Apr 2006 22:19:39 GMT

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forlano wrote on Mon, 17 April 2006 18:11Hello,

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The question: does exist a smart U++ way to produce the correct cast or what I have done is enough?

Luigi

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First of all, best is simply to store "int" into ArrayCtrl, then you can simply write

```
editRatNat <<= arr.Get(int_row, "RatNat");
```

If this for some reason is not possible, your solution seems fine. There are U++ "atoi"s, e.g.

```
Value      StrIntValue(const char *s);  
inline int StrInt(const char* s) { return ScanInt(s); }
```

the important difference is that for empty input, they return Null.

Mirek

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Subject: Re: conversion between data of a cell of the arrayctrl to int  
Posted by [forlano](#) on Mon, 17 Apr 2006 22:36:46 GMT

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luzr wrote on Tue, 18 April 2006 00:19

First of all, best is simply to store "int" into ArrayCtrl, then you can simply write

```
editRatNat <<= ~arr.Get(int_row, "RatNat");
```

I agree! but, forgive the silly question, how to store int in a particular column? (I want to eliminate that #include)

I've learned how to set Ctrls, for example:

```
arr.AddColumn("Avail", "Avail", 4).Ctrls<Option>();
```

but what about stupid int?

Luigi

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Subject: Re: conversion between data of a cell of the arrayctrl to int  
Posted by [mirek](#) on Mon, 17 Apr 2006 23:13:56 GMT

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forlano wrote on Mon, 17 April 2006 18:36luzr wrote on Tue, 18 April 2006 00:19

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I've learned how to set Ctrls, for example:

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arr.AddColumn("Avail", "Avail", 4).Ctrls<Option>();
```

but what about stupid int?

Luigi

In fact, you can always store anything that is Value convertible to ArrayCtrl.

```
arr.AddColumn("1");  
arr.AddColumn("2");
```

```
arr.Add(1, "2");  
arr.Add("3", 4);
```

now (if arr was empty before first Add)

arr.Get(0, 0) returns int (well, in fact, "Number" which covers int too)

arr.Get(0, 1) returns String

arr.Get(1, 0) returns String

arr.Get(1, 1) returns "Number" (int)

(by "returns" understand "returns Value that contains/can be converted to")

Mirek

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Subject: Re: conversion between data of a cell of the arrayctrl to int

Posted by [fudadmin](#) on Mon, 17 Apr 2006 23:19:15 GMT

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I also copied some Mirek's ArrayCtrl Edits demonstration to "useful code snippets..." category. You can have a look if you haven't seen them.

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