Subject: GridCtrl help needed Posted by bushman on Tue, 31 May 2011 11:28:34 GMT

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```
Please, help me with the code below:
.h:
class Ma_app : public TopWindow {
public:
typedef Ma_app CLASSNAME;
Ma_app();
private:
GridCtrl grid;
.cpp:
void CreateWidget(One<Ctrl>& ctrl)
ctrl.Create<EditString>();
Ma_app::Ma_app()
Zoomable().Sizeable();
for(int col = 0; col < 10; col++)
 grid.AddColumn(Format("col %d", col)).Ctrls(CreateWidget);
grid.Add();
grid.GoBegin();
for(int col = 0; col < 10; col++)
 grid.SetCtrlValue(col, "a string");
Add(grid.SizePos());
GUI_APP_MAIN
Ma_app().Run();
```

I expected GridCtrl Edits to display "a string", but got blank EditStrings instead. What am I doing wrong??

Help appreciated, thanks in advance.

Subject: Re: GridCtrl help needed

Posted by unodgs on Tue, 31 May 2011 12:10:17 GMT

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Hi!

SetCtrlValue doesn't work, because controls are not created yet. They will be created during window opening. To make it work in your case call SyncCtrls before setting control values:

But the simplest and the best way is to replace SetCtrlValue with Set. In proper time controls will be automatically populated with underlying grid values;

```
grid.Add();
grid.GoBegin();
for(int col = 0; col < 10; col++)
grid.Set(col, "a string");
```

Subject: Re: GridCtrl help needed

Posted by bushman on Tue, 31 May 2011 14:55:34 GMT

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Thank you so much for your clarification!

It works fine now, once your recommendations were implemented. Anyway, how could I know? Thanks again!

By the way, since you are there, could you please take a look at the other post a couple messages below this same newbie section and provide me with a hint on how could I possibly restrict clicks to just one GridCtrl row? The post title is Restricting GridCtrl Selection to just One

row [message #32622] (sorry, dont't know how to refer you to the msg directly by a link using this forum).

Once again, many thanks!