Subject: Grid Ctrl..How to find minimum and maximum element
Posted by Monty.mvh on Tue, 19 Jul 2011 05:56:17 GMT

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Hi frnz,

what is the format to access elements in Grid Ctrl .. say if i want to find min and max elements in a row of array of 5 numbers..

Regards
Monty

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by unodgs on Tue, 19 Jul 2011 20:48:33 GMT

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You have to manually iterate over cells in a given row, for example:

GridCtrl grid;

```
int minValue = INT_MAX;
int maxValue = INT_MIN;
int row = 5;
for(int i = 0; i < grid.GetColumnsCount(); i++)
{
   int v = grid(row, i);

   if(minValue > v)
     v = minValue;
   else if(maxValue < v)
     v = maxValue;
}
```

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by Monty.mvh on Wed, 20 Jul 2011 09:36:58 GMT

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Thanks for the code..
I am getting an error saying

after adding GridCtrl on the Layout..

I am not getting how to execute this code by adding GridCtrl onthe Layout..

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by unodgs on Wed, 20 Jul 2011 11:03:26 GMT
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Please open ide help and go to gridctrl section. There is a small tutorial how to use grid step by step.

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by koldo on Wed, 20 Jul 2011 12:50:47 GMT
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Hello Monty

In addition to unodgs advice, please check if GridCtrl.h is included before you include the layout in your C++ file.

For example:
#include <CtrlLib/CtrlLib.h>
#include <GridCtrl/GridCtrl.h>

using namespace Upp;

#define LAYOUTFILE <MyProject/MyProject.lay>
#include <CtrlCore/lay.h>

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by Monty.mvh on Thu, 21 Jul 2011 04:53:22 GMT
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Thanks for the suggestion Koldo and Unodgs..
Header file was missing..Thanks again
I went thru the Help Section.
When i use the function "Add(grid.SizePos());",the GridCtrl gets added to the layout and it works fine..

In the manual they have not discussed about manual addition of GridCtrl to the layout but only using "Add(grid.SizePos());"

But when i manually add the GridCtrl to the layout and use it as similar to ArrayCtrl i get the error saying:

But this doesnt happen while manually using ArrayCtrl on the layout.

Please do correct me if i am wrong..

Best Regards
Monty

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by koldo on Thu, 21 Jul 2011 06:52:56 GMT

Hello Monty

In this cases is good to include a full project as simple as possible including the error.

Anyway I imagine you are adding a GridCtrl named "grid" in a class named "GridTrial" generated using the Layout Designer.

In fact when you add the grid in your layout, in the .lay files it appears something similar to the "Add(grid.SizePos());" you said, as the .lay is converted to C++ code.

To be sure, when you are in the Layout Designer, key Ctrl-T to see your layout in text:

LAYOUT(MyLayout, 428, 268)
 ITEM(GridCtrl, dv___0, HSizePosZ(116, 162).VSizePosZ(84, 84))
END_LAYOUT

and Ctrl-T again to see it graphically again:

If you use a class like this:

class GridTrial : public WithMyLayout<StaticRect> {
...
};

"grid" is already a member of GridTrial as it has been included in "WithMyLayout", so you would have to use it in your program with no problem.

File Attachments

1)

Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by Monty.mvh on Fri, 22 Jul 2011 04:24:07 GMT

Thanks Koldo;
  I understood my mistake...Thank you very much