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
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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:

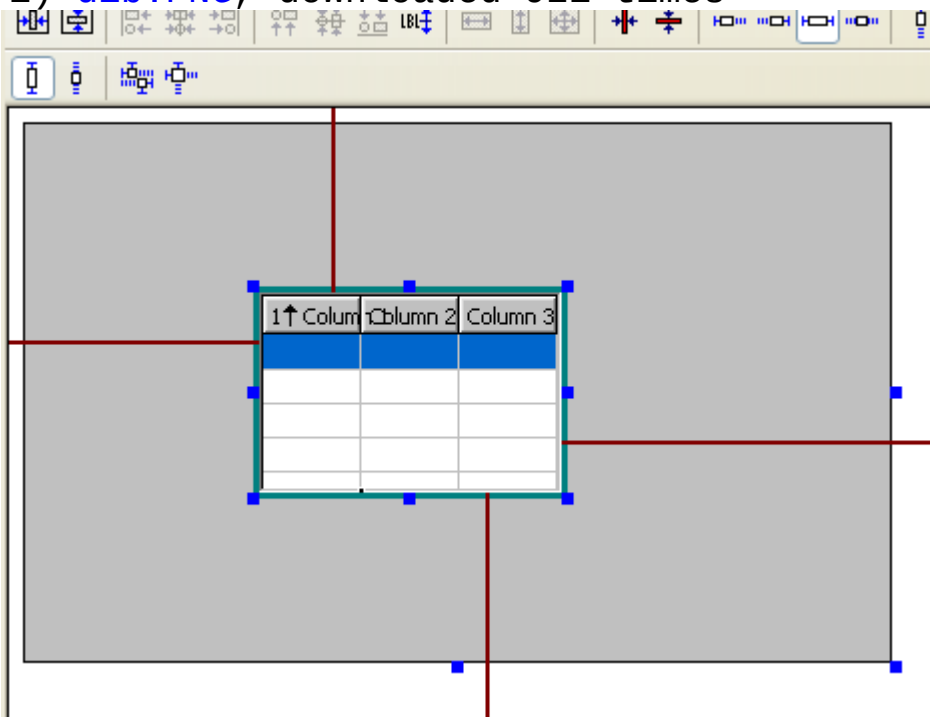
If you use a class like this:

```
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) dib.PNG, downloaded 921 times



Subject: Re: Grid Ctrl..How to find minimum and maximum element
Posted by Monty.mvh on Fri, 22 Jul 2011 04:24:07 GMT
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Thanks Koldo;
I understood my mistake...Thank you very much
