
Subject: Export Ctrl to qtf table

Posted by [forlano](#) on Sun, 25 Sep 2011 20:05:00 GMT

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Hello,

I tried to find without success some method to export the whole content of an ArrayCtrl/GridCtrl to a qtf table. Does really is it absent some smart way? I can't believe

Luigi

Subject: Re: Export Ctrl to qtf table

Posted by [mirek](#) on Tue, 27 Sep 2011 16:29:14 GMT

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forlano wrote on Sun, 25 September 2011 16:05Hello,

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Luigi

It is missing because while there is a nice logical way how to do that, results usually are not very good...

In any case, the code is trivial. Well, maybe we could have it in ArrayCtrl after all. Add to RM, nice easy task...

Mirek

Subject: Re: Export Ctrl to qtf table

Posted by [forlano](#) on Tue, 27 Sep 2011 17:16:26 GMT

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mirek wrote on Tue, 27 September 2011 18:29forlano wrote on Sun, 25 September 2011 16:05Hello,

I tried to find without success some method to export the whole content of an ArrayCtrl/GridCtrl to a qtf table. Does really is it absent some smart way? I can't believe

Luigi

It is missing because while there is a nice logical way how to do that, results usually are not very good...

In any case, the code is trivial. Well, maybe we could have it in ArrayCtrl after all. Add to RM, nice easy task...

Mirek

I can imagine that the final qtf maybe not the best when the column are a lot and the horizontal space is not in sync with the character size.

I had always problem to find the right font size to let the table fit the A4 page. Finally I decided to save in qtf only the first N column to have an acceptable quality. As usual my users found very important the hided columns

I would be not warried if an eventual

array.ExportQtf(filename);

will not work at all in all cases.

Perhaps some minimum tuning would be nice, I mean the possibility to choose the font size to let the user try different view before to print.

Thanks a lot!

Luigi

Subject: Re: Export Ctrl to qtf table

Posted by [mirek](#) on Fri, 30 Sep 2011 11:19:50 GMT

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Added a couple of functions:

```
#include <CtrlLib/CtrlLib.h>
```

```
#include <Report/Report.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{
    ArrayCtrl a;
    a.AddColumn("First");
    a.AddColumn("Second");
    a.AddColumn("Third");
    for(int i = 0; i < 100; i++) {
        a.Add(i, GetSysDate() + i, FormatIntRoman(i));
        if(i % 3 == 0)
            a.Select(i);
    }
    a.MultiSelect();
    a.SetClipboard();
```

```
TopWindow win;
```

```
win.Add(a.SizePos());
```

```
win.Run();

QtFReport(a.AsQtF() + "&&" + a.AsQtF(false, false));
SaveFile("u:/ac1.csv", a.AsCsv());
SaveFile("u:/ac2.csv", a.AsCsv(true, ',', false));
}
```

Subject: Re: Export Ctrl to qtf table
Posted by [forlano](#) on Sat, 01 Oct 2011 12:23:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Fri, 30 September 2011 13:19 Added a couple of functions:

They are great!
Thanks a lot. It is much more easier to fill an ArrayCtrl and get for free the the qtf.

Luigi
