Subject: ArrayCtrl: Display depending by value in other column
Posted by forlano on Fri, 02 Dec 2011 16:50:08 GMT
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Hello,

with SetDisplay() I can tune the cells of a coloumn.
But now I need to set the color depending by the value got in another column (same row).
How can I get this value when dealing with Display? For example:

arrPlayerRes.AddColumn("Pnt1", t_("Score"), 5).SetDisplay(Single<ColoredStatus>());

arrPlayerRes.AddColumn("RATED", t_("RATED"), 4);

The color in column "Pnt1" should be determined by the value of column "RATED".

Thanks,
Luigi

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by sergeynikitin on Fri, 02 Dec 2011 20:22:56 GMT
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I send to colored column 2 values from 2 columns:

for example: "2:10"

And in display method :

I split this combined value (function Split()) and use 1-st for display value 2-nd for color.

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by forlano on Fri, 02 Dec 2011 20:51:58 GMT
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sergeynikitin wrote on Fri, 02 December 2011 21:22I send to colored column 2 values from 2 columns:

for example: "2:10"

And in display method :

I split this combined value (function Split()) and use 1-st for display value 2-nd for color.

Prevet Sergey,

This is a tricky solution that I will use if no other solution will arrive. But I hoped in some more natural way. For example some variable/pointer within Display that has access to the whole row of the ArrayCtrl.
For example the competitor, , GridCtrl use 'parent'. Then parent->Get(MYCOLUMN) permit to get different value in other column. It is a very handy solution .
Each time is a struggle for me to decide wich ctrl to use.

Luigi

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by mirek on Tue, 13 Dec 2011 17:52:25 GMT
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forlano wrote on Fri, 02 December 2011 11:50Hello,

with SetDisplay() I can tune the cells of a coloumn.
But now I need to set the color depending by the value got in another column (same row).
How can I get this value when dealing with Display? For example:

arrPlayerRes.AddColumn("Pnt1", t_("Score"), 5).SetDisplay(Single<ColoredStatus>());

arrPlayerRes.AddColumn("RATED", t_("RATED"), 4);

The color in column "Pnt1" should be determined by the value of column "RATED".

Thanks,
Luigi

arrPlayerRes.AddColumn("Pnt1", t_("Score"),
5).AddIndex("RATED).SetDisplay(Single<ColoredStatus>());

arrPlayerRes.AddColumnAt("RATED", t_("RATED"), 4);

Now ColoredStatus will be getting ArrayMap instead of single Value.

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by Novo on Wed, 14 Dec 2011 03:53:29 GMT
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It would be nice to have a list of such "tricks" in a well structured form. Something like FAQ or a place where links to useful posts could be collected. This would make mining knowledge from the

forum less time consuming.

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by mirek on Wed, 14 Dec 2011 06:23:39 GMT
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While generally I agree that U++ docs are still wanting, I would say this particular thing is documented quite well:

http://www.ultimatepp.org/src$CtrlLib$ArrayCtrl$en-us.html

(the very first paragraph about indicies and columns).

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by forlano on Wed, 14 Dec 2011 10:15:24 GMT
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mirek wrote on Wed, 14 December 2011 07:23While generally I agree that U++ docs are still wanting, I would say this particular thing is documented quite well:

http://www.ultimatepp.org/src$CtrlLib$ArrayCtrl$en-us.html

(the very first paragraph about indicies and columns).

You are right, of course.
The problem is that sometime one do not give meaning to something until he needs to use it.
Although I read that paragraph only after your specific example I understood the meaning of indexes.

Luigi

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by mirek on Wed, 14 Dec 2011 10:32:07 GMT
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OK:

http://www.ultimatepp.org/redmine/issues/220

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by Didier on Wed, 14 Dec 2011 21:45:54 GMT

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mirek wrote on Wed, 14 December 2011 07:23While generally I agree that U++ docs are still wanting, I would say this particular thing is documented quite well:

http://www.ultimatepp.org/src$CtrlLib$ArrayCtrl$en-us.html

(the very first paragraph about indicies and columns).

Well, I have to admit that even after reading the doc I still don't understand what it does

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by Novo on Thu, 15 Dec 2011 03:44:56 GMT
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mirek wrote on Tue, 13 December 2011 12:52
arrPlayerRes.AddColumn("Pnt1", t_("Score"),
5).AddIndex("RATED).SetDisplay(Single<ColoredStatus>());

arrPlayerRes.AddColumnAt("RATED", t_("RATED"), 4);

Now ColoredStatus will be getting ArrayMap instead of single Value.

Well, documentation for Column::AddIndex() says that "The newly created index is assigned the given identifier.". At the same time documentation for Column::Add() says that it "Adds another source data index to the list of source indices used as the data for the given output column.".

So, based on this documentation I'd use Add() instead of AddIndex().

And there is no notion of getting ArrayMap instead of single Value in documentation.

I understand that documentations is not fun to write and to read. I never write or read it myself. But something like KNOWLEGE BASE, something that in a VERY SHORT FORM lists and describes used concepts and relationships among them would be extremely useful. What is ArrayCtrl made from, how this stuff can be combined, and what will be the outcome. No lyrics, just concepts and relationships.

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by mirek on Thu, 15 Dec 2011 07:20:43 GMT
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Agreed. Will try harder

Subject: Re: ArrayCtrl: Display depending by value in other column
Posted by Alexander_Ag on Thu, 11 Apr 2013 19:06:39 GMT
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Quote: arrPlayerRes.AddColumn("Pnt1", t_("Score"), 5).AddIndex("RATED).SetDisplay(Single<ColoredStatus>()); this is MAGIC string!

Now ColoredStatus will be getting ArrayMap instead of single Value.

I use:
log.AddRowNumColumn("Name",5).AddIndex(W_ID).SetConvert(Single<ConvertNames>());
Now my program works correctly!