Subject: GridCtrl and SplitterFrame
Posted by nixnixnix on Sat, 28 Apr 2012 02:47:16 GMT
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Hi,

When I add a SplitterFrame to a GridCtrl in a dialog, the GridCtrl still uses the entire original space for its scrollbar.

For example, I want to share the left hand side of my dialog between two GridCtrl objects so I add one to the layout in the layout designer and then I add the splitterFrame to that GridCtrl and add another GridCtrl to the SplitterFrame.

IMO the behaviour should be that the two GridCtrls share the space according to the SplitterFrame which they do but also their scrollbars should do the same too which they don't.

If you need me to I can upload an example but it is very quick and easy to recreate.

Cheers,

Nick

Subject: Re: GridCtrl and SplitterFrame
Posted by unodgs on Mon, 21 May 2012 14:31:44 GMT
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nixnixnix wrote on Fri, 27 April 2012 22:47
If you need me to I can upload an example but it is very quick and easy to recreate.
Cheers,
Nick
If you could please do it

Subject: Re: GridCtrl and SplitterFrame
Posted by nixnixnix on Thu, 24 May 2012 00:02:32 GMT
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Hi Daniel,

The following code in a CtrlLib application recreates the problem.

SplitGrid.h

```
#ifndef _SplitGrid_SplitGrid_h
#define _SplitGrid_SplitGrid_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

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

#include <GridCtrl/GridCtrl.h>


class SplitGrid : public WithSplitGridLayout<TopWindow> {
public:
 typedef SplitGrid CLASSNAME;
 SplitGrid();

 GridCtrl m_grid1,m_grid2;

 SplitterFrame sf1,sf2;


};

#endif
```

main.cpp

```
#include "SplitGrid.h"


SplitGrid::SplitGrid()
{
 CtrlLayout(*this, "Window title");

 Sizeable().Zoomable();

 label.AddFrame(sf1.Left(m_grid1,200));
 m_grid1.AddFrame(sf2.Bottom(m_grid2,200));

 m_grid1.Ready(false);
 m_grid1.AddColumn("health",100);
 m_grid1.AddColumn("wealth",100);
```

```
 m_grid1.SetRowCount(20);
 m_grid1.Ready(true);

 m_grid2.Ready(false);
 m_grid2.AddColumn("black",100);
 m_grid2.AddColumn("white",100);
 m_grid2.SetRowCount(20);
 m_grid2.Ready(true);

}

GUI_APP_MAIN
{
 SplitGrid().Run();
}
```

SplitGrid.lay

```
LAYOUT(SplitGridLayout, 532, 332)
 ITEM(EditString, label, HSizePosZ(0, 0).VSizePosZ(0, 0))
END_LAYOUT
```

Subject: Re: GridCtrl and SplitterFrame
Posted by unodgs on Thu, 24 May 2012 12:46:24 GMT
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Thanks for the test case. Now I see what you mean
It happens like that because grid has 3 frames:
0 - view frame
1 - scrollbar x frame
2 - scrollbar y frame

So now if you call grid.AddFrame(..) you are adding control inside y frame...
To fix this simply change:
m_grid1.AddFrame(sf2.Bottom(m_grid2,200));
to
m_grid1.InsertFrame(0, sf2.Bottom(m_grid2,200));

Subject: Re: GridCtrl and SplitterFrame
Posted by nixnixnix on Thu, 24 May 2012 17:47:17 GMT
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Perfect! Thanks!