
Subject: [BUG] GridCtrl uses wrong sorting icon order.

Posted by [Klugier](#) on Mon, 22 Jul 2013 14:55:44 GMT

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Hello,

I have noticed that GridCtrl uses wrong sorting icon order. Why we need to change this behavior? Because, it seems most of GUI frameworks such as Qt or GTK use revert notation. Moreover this notation is more intuitive for casual user.

What we need to do is just replace images order (GridCtrl/GridDisplay.cpp - line 214):

```
        if(sortmode == 1)
            w.DrawImage(xf, yf, GridImg::SortDsc(), col);
        else
            w.DrawImage(xf, yf, GridImg::SortAsc(), col);
```

Insted of

```
        if(sortmode == 1)
            w.DrawImage(xf, yf, GridImg::SortAsc(), col);
        else
            w.DrawImage(xf, yf, GridImg::SortDsc(), col);
```

The other better solution is just replace icons names in GridCtrl.iml file. (SortDsc -> SortAsc, SortAsc -> SortDsc).

Sincerely,
Klugier

Subject: Re: [BUG] GridCtrl uses wrong sorting icon order.

Posted by [Klugier](#) on Mon, 26 Aug 2013 18:34:43 GMT

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Hello Guys,

Now, GridCtrl has one more static method:

```
GridCtrl::ReverseSortIcon(bool b = true);
```

which is reversing sorting icons order gloably.

How you can use it? Example:

```
static void initCtrls();
```

```
GUI_APP_MAIN
```

```
{  
    initCtrls();  
    // ...  
}
```

```
void initCtrls()
```

```
{  
    GridCtrl::ReverseSortIcon(true);  
}
```

Sincerely,
Klugier
