Subject: Retrieving column index like a row
Posted by crydev on Wed, 07 Aug 2013 11:31:58 GMT
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Hello,

I am using the following code to retrieve the data from the currently selected row in an ArrayCtrl.

```
const int row = this->mUserAddressList.GetCursor();
if (row >= 0 && mUserAddressList.GetCount() > 0)
{
    // The selected row is not -1, so no error will occur when data retrieval is attempted.
}
```

I am wondering, is it possible to also retrieve the column the cursor is in? I would like to implement different behavior between different columns.

P.S.

I bug I have using this code though, is that since always one row is selected if you click anywhere in the ArrayCtrl, even by clicking outside of a row, still one will be selected. This only applies to a situation where there are less rows then available draw space. Is there a way to fix this? I can imagine I am using the wrong code to retrieve row indexes.

Thanks in advance!

Subject: Re: Retrieving column index like a row
Posted by mirek on Sun, 18 Aug 2013 14:40:20 GMT
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crydev wrote on Wed, 07 August 2013 07:31Hello,

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const int row = this->mUserAddressList.GetCursor();
if (row >= 0 && mUserAddressList.GetCount() > 0)
{
    // The selected row is not -1, so no error will occur when data retrieval is attempted.
}
```

I am wondering, is it possible to also retrieve the column the cursor is in? I would like to implement different behavior between different columns.

ArrayCtrl does not have selectable columns, just rows.

However, there is GetClickColumn, which returns the last column you have clicked on.

Mirek

Subject: Re: Retrieving column index like a row
Posted by crydev on Sun, 01 Sep 2013 18:10:03 GMT
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Thanks Mirek!

This can be used to achieve the behavior I desire.
