Subject: Getting row index from Display
Posted by crydev on Sun, 03 Nov 2013 17:12:45 GMT
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Hello,

I want to change the cell text color of my ArrayCtrl cells. I already fixed that, but there is one more thing.

The color of the cell/row depends on something else. This is globally accessable. I just need to know how I can access the row number of the currently drawn cell. Is that possible?

Thanks in advance,

crydev

Subject: Re: Getting row index from Display
Posted by crydev on Mon, 04 Nov 2013 21:20:19 GMT
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I changed my point of view, and discarded this idea. I now use the custom SetRowDisplay function posted in another thread. I have two different display classes that have different draw functionality, that are assigned accordingly during the initialization phase.

Subject: Re: Getting row index from Display
Posted by mirek on Tue, 05 Nov 2013 14:30:38 GMT
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crydev wrote on Sun, 03 November 2013 12:12Hello,

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Thanks in advance,

crydev

Just for record (because you have abandoned the idea):

The most straightforward way is to use AddRowNumColumn.

Mirek

Subject: Re: Getting row index from Display
Posted by crydev on Wed, 06 Nov 2013 07:24:58 GMT
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mirek wrote on Tue, 05 November 2013 15:30crydev wrote on Sun, 03 November 2013 12:12Hello,

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The color of the cell/row depends on something else. This is globally accessable. I just need to know how I can access the row number of the currently drawn cell. Is that possible?

Thanks in advance,

crydev

Just for record (because you have abandoned the idea):

The most straightforward way is to use AddRowNumColumn.

Mirek

That is interesting, because I already use that function, combined with SetVirtualCount and Convert structs to increase performance and memory consumption. How would I access the row number then?