Subject: GridCtrl: Repaint bug?
Posted by forlano on Sun, 25 May 2014 08:05:24 GMT
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Hello,

I have a gridctrl that is sorted via a multisort each time it is feeded.
Unfortunately the grid is multisorded ONLY the first time.
Look at the first picture:
I click the left grid (third row) and some data go in the right grid that is sorted as I want with this code in the callback

```
...
arrPlayer.MultiSort(1, GridCtrl::SORT_DOWN)
     .MultiSort(2, GridCtrl::SORT_DOWN)
     .MultiSort(0, GridCtrl::SORT_UP);
arrPlayer.Repaint();
...
```

Now, if I repeat the same operation (Clear the grid and feed again with the same data) I get this result

So the TB column (the second one to be sorted) is not sorted properly.
I do not know if this is a Repaint() problem or I need to restart/reset in some way the grid in order to be ready to perform a new multisort.

Thanks,
luigi

File Attachments

1) pic1.png, downloaded 506 times
2) pic2.png, downloaded 427 times

Subject: Re: GridCtrl: Repaint bug?
Posted by forlano on Sun, 25 May 2014 08:13:19 GMT
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Solved! 8)

After posting I had one more idea to test and it worked. The code

```
arrPlayer.MultiSort(1, GridCtrl::SORT_DOWN)
    .MultiSort(2, GridCtrl::SORT_DOWN)
```

.MultiSort(0, GridCtrl::SORT_UP);

should be placed in the constructor and not in the calback.
The callback instead must contain the line

arrPlayer.ReSort();

Subject: Re: GridCtrl: Repaint bug?
Posted by unodgs on Sun, 25 May 2014 21:20:02 GMT
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So everything is ok? :)

Subject: Re: GridCtrl: Repaint bug?
Posted by forlano on Sat, 21 Jun 2014 06:37:48 GMT
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unodgs wrote on Sun, 25 May 2014 23:20So everything is ok? :)

Sorry, I have not seen your reply.
Yes it works great!

Thank you,
Luigi
