Subject: GridCtrl: how to modify the cell content before to accept the row
Posted by forlano on Mon, 15 Sep 2014 16:25:56 GMT
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Hello,

I have a question about GridCtrl with two embedded ctrls via .Edit().
I prepared a test case with a GridCtrl and two columns, each one contain an EditString. This is the code

```
#include <CtrlLib/CtrlLib.h>
#include <GridCtrl/GridCtrl.h>

using namespace Upp;

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

class testgrid : public WithtestgridLayout<TopWindow> {
EditString editName, editCountry;
public:
 typedef testgrid CLASSNAME;
 testgrid();
 void OnAcceptRow();
};


testgrid::testgrid()
{
 CtrlLayout(*this, "Window title");
 grid.AddColumn("Name", "Name", 12).Edit(editName);
 grid.AddColumn("Country", "Country", 4).Edit(editCountry);
 grid.WhenAcceptRow = THISBACK(OnAcceptRow);
}

void testgrid::OnAcceptRow()
{
    grid.CancelAccept();
 if ( IsNull(AsString(~editName)) ) {
  Exclamation("The Name field cannot be empty!");
     return ;
 }
 if ( IsNull(AsString(~editCountry)) ) editCountry <<= "Mycountry";
    grid.cancel_accept=false;
}

GUI_APP_MAIN
```

```
{
 testgrid().Run();
}
```

I add a row by a mouse right click;
then enter a string in the first column and leave empty the second one;
then press ENTER.
This should trigger the OnAcceptRow callback. It correctly performs the check on editName but do not perform any action on editCountry that remain void. Instead I would like to avoid that editCountry reamain empty.
I do not want to use the .Default() method because the data to put in the grid may change at runtime.

What am I missing?

Thanks,
Luigi

File Attachments

1) testgrid.rar, downloaded 213 times

Subject: Re: GridCtrl: how to modify the cell content before to accept the row
Posted by forlano on Mon, 15 Sep 2014 17:05:25 GMT
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Perhaps my mistake was to feed editCountry. Instead this work

```
if ( IsNull(AsString(~editCountry)) ) grid.Set( grid.GetCurrentRow(), 1, "Mycountry");
```

that is put the data directly in the grid cell.

Luigi
