
Subject: Set ArrayCtrl minimum column width
Posted by [crydev](#) on Tue, 11 Nov 2014 17:35:56 GMT
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Hello,

I am using ArrayCtrl's for a lot of purposes in my application. I noticed that you can drag a column out of range fairly easily. After I did so, I cannot drag it back. Is there a way to set a minimum width for an ArrayCtrl column? Do I need to override and modify the paint event?

Thanks!

crydev

Subject: Re: Set ArrayCtrl minimum column width
Posted by [mirek](#) on Wed, 12 Nov 2014 10:35:37 GMT
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HeaderTab::Column has Min/Max methods...

Subject: Re: Set ArrayCtrl minimum column width
Posted by [crydev](#) on Wed, 12 Nov 2014 13:16:49 GMT
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Thanks a lot Mirek! I searched the ArrayCtrl source and documentation for this function but I think I overlooked it.

I solved it with a derived ArrayCtrl class that implements a proxy method for the AddColumn and AddRowNumColumn:

```
ArrayCtrl::Column& CrySearchArrayCtrl::CryAddColumn(const char *text, int w)
{
    ArrayCtrl::Column& col = this->AddColumn(text, w);
    col.HeaderTab().Min(25);
    return col;
}
```

```
ArrayCtrl::Column& CrySearchArrayCtrl::CryAddRowNumColumn(const char *text, int w)
{
    ArrayCtrl::Column& col = this->AddRowNumColumn(text, w);
    col.HeaderTab().Min(25);
    return col;
}
```
