
Subject: BUG: ArrayCtrl - sorting

Posted by [slashupp](#) on Wed, 11 Feb 2015 08:02:36 GMT

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(debian, upp v8048)

1. Cannot pass ArrayCtrl by reference (see source below)
2. col2 in ac2 does not sort when using Attrtext on content (see source below)

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

```
using namespace Upp;
```

```
struct acstest : public TopWindow
```

```
{  
    typedef acstest CLASSNAME;
```

```
    Label l1,l2;
```

```
    ArrayCtrl ac1, ac2;
```

```
    acstest();
```

```
    //void DoSort(ArrayCtrl &ac, int col) { ac.ToggleSortColumn(col); ac.DoColumnSort(); } <<<---  
    MANY compile errors - why?
```

```
    void DoSort(ArrayCtrl *pac, int col) { pac->ToggleSortColumn(col); pac->DoColumnSort(); }  
};
```

```
acstest::acstest()
```

```
{  
    Title("ArrayCtrl-Sorting-test");  
    SetRect(50,50,750,750);
```

```
    Add(l1.SetLabel(t_("no attrtext - sort OK")).LeftPosZ(5, 245).TopPosZ(5, 15));
```

```
    Add(ac1.LeftPosZ(5, 245).TopPosZ(20, 475));
```

```
    ac1.AddColumn("col1").HeaderTab().WhenAction=THISBACK2(DoSort, &ac1, 0);
```

```
    ac1.AddColumn("col2").HeaderTab().WhenAction=THISBACK2(DoSort, &ac1, 1);
```

```
    ac1.AddColumn("col3").HeaderTab().WhenAction=THISBACK2(DoSort, &ac1, 2);
```

```
    ac1.Add("bbb","ccc","aaa");
```

```
    ac1.Add("aaa","bbb","ccc");
```

```
    ac1.Add("ccc","aaa","bbb");
```

```
    Add(l2.SetLabel(t_("col2' with attrtext - sort fails on 'col2'")).LeftPosZ(250, 245).TopPosZ(5, 15));
```

```
    Add(ac2.LeftPosZ(250, 245).TopPosZ(20, 475));
```

```
    ac2.AddColumn("col1").HeaderTab().WhenAction=THISBACK2(DoSort, &ac2, 0);
```

```
    ac2.AddColumn("col2").HeaderTab().WhenAction=THISBACK2(DoSort, &ac2, 1); //does not  
    happen
```

```
    ac2.AddColumn("col3").HeaderTab().WhenAction=THISBACK2(DoSort, &ac2, 2);
```

```
    ac2.Add("bbb",AttrText("ccc").Align(ALIGN_CENTER).NormalInk(Red()),"aaa");
```

```
    ac2.Add("aaa",AttrText("bbb").Align(ALIGN_CENTER).NormalInk(Green()),"ccc");
```

```
ac2.Add("ccc",AttrText("aaa").Align(ALIGN_CENTER).NormalInk(Blue()),"bbb");  
}  
  
GUI_APP_MAIN  
{  
    acstest().Run();  
}
```

Subject: Re: BUG: ArrayCtrl - sorting
Posted by [mirek](#) on Wed, 11 Feb 2015 08:12:41 GMT
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Hi,

1: you really cannot do that. Callback has to do copy of additional parameters. Using pointer there, as you did, is completely adquate.

2: AttrText, at this time, does not have defined ordering. It was originally meant as simple utility. If you need Sorting, you must use normal text and add its decorations by using Display.

However, that said... I am often running into the same issue with AttrText, and in fact it is technically possible to change it in a way that will make direct using for sorting (and other things...) possible. I am adding this as feature request, so sooner or later it will be possible....

Mirek

Subject: Re: BUG: ArrayCtrl - sorting
Posted by [slashuup](#) on Wed, 11 Feb 2015 08:39:24 GMT
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thx mirek - will switch my project's code to using display until then
however Attrtext is much easier to use

just an idle thought that occurred when I looked at the source again:
try to write this example using ANY other gui-developer (Windows, QT,
GTK, wxWidgets, ...) and you end-up with miles of code...

Subject: Re: BUG: ArrayCtrl - sorting
Posted by [mirek](#) on Thu, 12 Feb 2015 19:07:35 GMT
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AttrText improved so that sorting in your example should work out-of-box now...
