

---

Subject: How to hide/show gridctrl column at runtime

Posted by [koldo](#) on Fri, 13 Mar 2015 13:04:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

grid has ResizeColMode(0).

grid.GetColumn(2).Hidden(show) works, but GridCtrl field is not visually refreshed properly.

---

---

Subject: Re: How to hide/show gridctrl column at runtime

Posted by [koldo](#) on Mon, 16 Mar 2015 10:41:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello Daniel

After hacking a little bit in GridCtrl I have commented out this in Hidden() function:

```
GridCtrl::ItemRect& GridCtrl::ItemRect::Hidden(bool b)
{
    hidden = b;
    // if(hidden)
    // size = 0;
    return *this;
}
```

In addition, after calling Hidden() I call Show(false) to the EditFields assigned to Hidden columns

With these changes the results are like this

It is not perfect but at least it is functional by now.

### File Attachments

1) [Screen.png](#), downloaded 901 times

---

---

Subject: Re: How to hide/show gridctrl column at runtime

Posted by [unodgs](#) on Wed, 18 Mar 2015 07:36:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

GetColumn() methods should be rather used before application window appears - for grid initialization. They don't refresh the grid. But you can call Repaint(true, false); to force it. You can also call ShowColumn(int n, true) or HideColumn(int n, true) instead. I'm aware this is not so intuitive but it should solve your problem.

---

---

Subject: Re: How to hide/show gridctrl column at runtime

Posted by [koldo](#) on Wed, 18 Mar 2015 11:18:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thank you Daniel

I did not know Repaint() function. It does not work with GetColumn() but it does with ShowColumn()/HideColumn(), although when the columns are hidden, a blank area appears as in the image inclosed before.

Important: The grid is defined Editing().ResizeColMode(0).

---

---

Subject: Re: How to hide/show gridctrl column at runtime

Posted by [forlano](#) on Sat, 09 Sep 2017 19:33:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I am resuming this old thread because my problem is exactly the same (U++ 11300, MS2017). My GridCtrl has 16 columns and the one in position 15 is hided. Then an OptionButton hide/show it when pressed. Here is the code:

```
void VegaTab1::ShowInfoCol()
{
    if (optGrid.Get()) {
        grid.GetColumn(15).Hidden(false);
        grid.Repaint(true, false);
    }
    else {
        grid.GetColumn(15).Hidden(true);
        grid.Repaint(true, false);
    }
}
```

If I show/hide that column several times, I observe that the grid looks each time differently. In particular column 15 (the one I hide/show) decrease its width constantly up to become very little after many show/hide.

It seems the grid is not recalculating properly its dimensions.

Is this a bug? Is there a better way to achieve the same result?

Thanks,  
Luigi

---