Subject: How to hide/show gridctrl column at runtime Posted by koldo on Fri, 13 Mar 2015 13:04:06 GMT

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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

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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 956 times

Subject: Re: How to hide/show gridctrl column at runtime Posted by unodgs on Wed, 18 Mar 2015 07:36:16 GMT

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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

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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

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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