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Subject: bug in gridctrl

Posted by [aftershock](#) on Wed, 15 Apr 2015 18:50:13 GMT

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Hi,

I created a grid control with columns.  
I rearranged the order of some of the columns.

result.RemoveColumn ( 0, result.GetColumnCount() - 0 ); failed

```
void GridCtrl::RemoveColumn(int n, int count)
```

```
{  
    n += fixed_cols;  
    if(count < 0)  
        count = total_cols - n;  
    if(n < fixed_cols || n + count > total_cols)  
        return;  
    for(int i = 0; i < total_rows; i++)  
        items[i].Remove(n, count);
```

```
    Vector<int> r;  
    for(int i = 0; i < count; i++)  
    {  
        if(edits[hitems[n + i].id].factory)  
            --genr_ctrls;  
        r.Add(hitems[n + i].id);  
    }
```

//////////BUG is HERE r is not sorted.... that is why Remove fails at assert later on

Upp::Sort(r); // solution

```
hitems.Remove(n, count);  
rowbkp.Remove(r);  
summary.Remove(r);  
edits.Remove(r);  
total_cols -= count;  
recalc_cols = true;  
valid_cursor = SetCursor0(min(curpos.x, total_cols - 1), curpos.y).IsValid();  
Repaint(true);  
}
```

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Subject: Re: bug in gridctrl

Posted by [mirek](#) on Wed, 10 May 2017 11:16:19 GMT

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Thanks, patch applied.

Mirek

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