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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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