
Subject: Re: "Forlano tabs" - how to reduce a headache by the proper use of the designer...

Posted by [forlano](#) on Sun, 02 Apr 2006 22:17:28 GMT

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luzr wrote on Sun, 02 April 2006 20:54forlano wrote on Sun, 02 April 2006 14:46

I've no idea about how to fill the drop list, and how to add a checkbox inside the arrayctrl. [snip]

```
DropList dl;  
ArrayCtrl ar;
```

```
....
```

```
dl.Add(1, "First item");  
dl.Add("Second", "Second item");
```

```
ar.AddColumn("Check").Ctrls<Option>();
```

Mirek

Thank you Mirek,

I've not resisted to the temptation to write the code before to go to sleep... even because I was afraid that Fudadmin (by the way... which is your human name?) could anticipate me once more . With my surprise I was able to perform everything in not more than 10 minutes! (two day ago I wont bet a cent). Here is the new class Tab1 code with Add and Clear button activated:

```
class Tab1 : public WithTab1Layout<TopWindow> {  
public:  
  
    typedef Tab1 CLASSNAME;  
  
    Tab1();  
    void AddPlayer(); //callback from Add_Player button  
    void MaskDefaultValue(); //callback from Clera button  
};  
  
Tab1::Tab1()  
{  
    CtrlLayout(*this, "");  
    arr.AddColumn("Name");  
    arr.AddColumn("Fed");  
    arr.AddColumn("Birthday");
```

```

arr.AddColumn("Gender");
arr.AddColumn("Title");
arr.AddColumn("ID FIDE");
arr.AddColumn("Rat FIDE");
arr.AddColumn("ID Nat");
arr.AddColumn("Rat Nat");
arr.AddColumn("K");
arr.AddColumn("Available").Ctrls<Option>();
// how to set ON the checkbox?

//drop list widget
editTitle.Add(1, "First");
editTitle.Add(2, "Second");
editTitle.Add(3, "Third");

//set the callback for the Add_Player button
btnAdd <=<= THISBACK(AddPlayer);
btnClear <=<= THISBACK(MaskDefaultValue);

//fill with default value
MaskDefaultValue();
}

void Tab1::AddPlayer() // body of the callback
{
    if ( (~editName) == Null) {
        PromptOK("The Name field cannot be empty!");
        return;
    }
    arr.Add(~editName, ~editCountry, ~editBirth, ~tsex, ~editTitle,
        ~editFIDEId, ~editFIDERat, ~editNatId, ~editNatRat, ~kcoeff);
    arr.GoEnd();
    // editName <=<= editCountry <=<= editBirth <=<= tsex <=<= editTitle <=<= editFIDEId <=<=
    //      editFIDERat <=<= editNatId <=<= editNatRat <=<= kcoeff <=<= Null;
    ActiveFocus(editName);
    MaskDefaultValue();
}

void Tab1::MaskDefaultValue() // body of the callback
{
    editName <=<= Null;
    editCountry <=<= "--";
    editBirth <=<= "00.00.00";
    tsex <=<= 1;
    editTitle <=<= "GM";
    editFIDEId <=<= editFIDERat <=<= editNatId <=<= editNatRat <=<= 0;
    kcoeff <=<= 30;
    ActiveFocus(editName);
}

```

}

Now arise some questions that regards the details (the details make the difference as everybody knows):

1. I desire my user do not enter more than 25 character in the editName widget. It is not enough that a pink colour appear. I desire that the widget refuse to write any character further the 25th. Is there such limitation?
2. I desire that the lenght of the arrayCtrl in corrispondence, for example, of field Name be 25 character long. The user can tune it manually but I prefer to set it initially to some lenght. How to do it?
3. The check box appear in the array but it is not set to ON (checked) but it is unchecked. How to set it to ON?
4. I desire that the even numbered line of the array be colored, say light blue (I love this feature. By the way, in the past this feature attracted my attention toward Ultimate++)

Now I can go to sleep very . Today was a great day!

The next step is to click on the array, retrieve the data of the row, and sent them in the above mask for some modification.

Good night,
Luigi
