
Subject: Re: TreeGrid Control - Update 6
Posted by [slashupp](#) on Wed, 13 Jan 2016 12:23:20 GMT
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hi koldo

I spotted one error: `Cell::operator=(..)` - return-type should be `void` not `Cell&`

Did you do a global replace of `size_t` with `int`? Why? I'm a bit baffled by this. I know that I sometimes rely on `size_t` being always ≥ 0 ... can't remember if I do in this code, more likely than not.

<s>I do use STL quite a lot - mainly because I know it well enough and also because I write modules that I can re-use in non-Upp apps/environments. For the `treegrid`-package I removed those modules, but you'll find some of them in the `sfm`-package as an example. As for `Upp::String`, `Upp::Vector`, `Upp::others..` I'm fine with using them in `Upp-UI`-environment, but elsewhere?-the jury is still out on that. (on this topic: I normally delete the line `"using namespace Upp;"` and use `Upp::..` - it is the better/conventional practice and it gives back those nice names Upp has used)
</s>

edit:

needed to write a custom editor & had to use unicode extensively, and then I found that the `String` and `LineEdit` classes already

does everything I need - having had a look at what is required to implement unicode compliance from scratch I can now

truly appreciate the effort that went into creating these classes - so I guess the jury came back all positive for the `Upp::*classes`

(also am realizing how much effort & time I wasted on reinventing stuff)

Will soonish republish the refactored ctrl here