Subject: How to create a Ctrl on selection?
Posted by SidusBrist on Tue, 22 Oct 2019 14:15:26 GMT
View Forum Message <> Reply to Message

Hi,
I'm making an excel-like program.
I have an ArrayCtrl with dynamic columns and I wanted to add Ctrls so that you can edit the content.

I was trying to add them by default for every column, so I made this:

```
if (f.isAlpha){
 table.ColumnAt(table.GetColumnCount()-1).Ctrls<EditString>();
}
else {
 if (f.nDecimals>0){
  table.ColumnAt(table.GetColumnCount()-1).Ctrls<EditDouble>();
 }
 else {
  table.ColumnAt(table.GetColumnCount()-1).Ctrls<EditInt>();
 }
}
```

Unfortunately it's very slow, both the loading of the table and the program itself once it's loaded.
So I had an idea... When you click on a cell, it creates the edit just for that cell and if you click outside or press "enter" it destroys itself and the new value is updated.

The question is... how can I do this?

Subject: Re: How to create a Ctrl on selection?
Posted by mirek on Thu, 24 Oct 2019 11:25:39 GMT
View Forum Message <> Reply to Message

Using Edit:

https://www.ultimatepp.org/reference$ArrayCtrlEdits$en-us.ht ml

(in this example, check the first column).

Subject: Re: How to create a Ctrl on selection?
Posted by SidusBrist on Thu, 24 Oct 2019 12:32:25 GMT
View Forum Message <> Reply to Message

I tried but nothing happens... I click on the row but the box doesn't appear

```
table.AddRowNumColumn(" ",45);
table.ColumnAt(0).SetDisplay(Single<WhiteFill>());
std::ifstream infile(pb);
std::string line;
while (std::getline(infile, line))
{
 std::istringstream iss(line);
 CobolField f(line.c_str());
 if (f.isField){
  fields.push_back(f);
  std::string columnDescription = "Da " + std::to_string(f.start+1) + " a " + std::to_string(f.end) + "
per " + std::to_string(f.size) + " byte";
  if (f.shortenedName!="FILLER"){
   table.AddColumn(f.shortenedName,120);
  }
  else {
   table.AddColumn(f.shortenedName,40);
   table.HeaderTab(table.GetColumnCount()-1).SetInk(Color(196,196,196));
  }
  if (f.isK001){
   Font font = table.HeaderTab(table.GetColumnCount()-1).GetFont();
   font.Underline(true);
   table.HeaderTab(table.GetColumnCount()-1).SetFont(font);
  }
  table.ColumnAt(table.GetColumnCount()-1).Tip(columnDescription.c_str());
  if (f.isAlpha){
   table.ColumnAt(table.GetColumnCount()-1).Edit(editString);
  }
  else {
   if (f.nDecimals>0){
    table.ColumnAt(table.GetColumnCount()-1).Edit(editDouble);
   }
   else {
    table.ColumnAt(table.GetColumnCount()-1).Edit(editInt);
   }
  }
  table.Appending().Removing().Duplicating();
  CobolField::fieldStart = CobolField::fieldStart + f.size;
 }
 if (f.isXSYS){
  break;
 }
}
table.SetLineCy(EditField::GetStdHeight());
```

P.S.: I just realized "AddColumn" returns the column so I don't need to always use table.ColumnAt()...

Subject: Re: How to create a Ctrl on selection?
Posted by mirek on Thu, 24 Oct 2019 17:33:38 GMT
View Forum Message <> Reply to Message

SidusBrist wrote on Thu, 24 October 2019 14:32I tried but nothing happens... I click on the row but the box doesn't appear

```
table.AddRowNumColumn(" ",45);
table.ColumnAt(0).SetDisplay(Single<WhiteFill>());
std::ifstream infile(pb);
std::string line;
while (std::getline(infile, line))
{
 std::istringstream iss(line);
 CobolField f(line.c_str());
 if (f.isField){
  fields.push_back(f);
  std::string columnDescription = "Da " + std::to_string(f.start+1) + " a " + std::to_string(f.end) + "
per " + std::to_string(f.size) + " byte";
  if (f.shortenedName!="FILLER"){
   table.AddColumn(f.shortenedName,120);
  }
  else {
   table.AddColumn(f.shortenedName,40);
   table.HeaderTab(table.GetColumnCount()-1).SetInk(Color(196,196,196));
  }
  if (f.isK001){
   Font font = table.HeaderTab(table.GetColumnCount()-1).GetFont();
   font.Underline(true);
   table.HeaderTab(table.GetColumnCount()-1).SetFont(font);
  }
  table.ColumnAt(table.GetColumnCount()-1).Tip(columnDescription.c_str());
  if (f.isAlpha){
   table.ColumnAt(table.GetColumnCount()-1).Edit(editString);
  }
  else {
   if (f.nDecimals>0){
    table.ColumnAt(table.GetColumnCount()-1).Edit(editDouble);
   }
   else {
    table.ColumnAt(table.GetColumnCount()-1).Edit(editInt);
   }
  }
  table.Appending().Removing().Duplicating();
  CobolField::fieldStart = CobolField::fieldStart + f.size;
 }
 if (f.isXSYS){
  break;
 }
```

}
table.SetLineCy(EditField::GetStdHeight());

P.S.: I just realized "AddColumn" returns the column so I don't need to always use table.ColumnAt()...

Hard to say from this snippet. How and _where_ is 'editDouble' defined? Note that it must exist through the lifetime of ArrayCtrl.

Mirek

Subject: Re: How to create a Ctrl on selection?
Posted by SidusBrist on Fri, 25 Oct 2019 07:29:25 GMT
View Forum Message <> Reply to Message

Actually I declare them before that piece of code, inside the function, if I make a public variable it kinda works (it clones the input on every column). I'll post the whole script so I don't need to write an huge post.
The problem is that they are not "static" so I can't create 20 single variables for every type... I need something dynamic with pointers and slicing, while Edit function doesn't want them...

Quote:error: no matching function for call to 'Upp::ArrayCtrl::Column::Edit(Upp::Ctrl*&)'

I'll try to fix this problem

File Attachments
1) EditorFileSequenziali.h, downloaded 358 times

Subject: Re: How to create a Ctrl on selection?
Posted by mirek on Fri, 25 Oct 2019 07:49:43 GMT
View Forum Message <> Reply to Message

Use Array<EditDouble> nums, Array<EditInt> ints (or alternatevely just Array<Ctrl>) as members of EditorFileSequenziali and create widgets you need in these.

This example somewhat shows how to do it:

https://www.ultimatepp.org/reference$DynamicDlg$en-us.html

(although your overall context is different).

Subject: Re: How to create a Ctrl on selection?
Posted by SidusBrist on Fri, 25 Oct 2019 09:57:21 GMT

Thank you! Now it works!