Subject: Insert Ctrl editors in a single row of ArrayCtrl
Posted by mubeta on Thu, 18 Feb 2021 15:52:57 GMT
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Hi all,
any way for integrate in a single cell of ArrayCtrl an existing Ctrl object? For example an already defined EditString or DropDate?

With ArrayCtrl there are a lot of examples and references, but most of them oriented to assign an editor for a defined column. There are even some examples for assing an editor to a single cell, but I don't found a way to assign to a single cell an object with it's own name.

Example

dpDate DropDate;
acRows ArrayCtrl;

...
ac.Add(...);
ac.Add(..., dpDate);

Thanks

Subject: Re: Insert Ctrl editors in a single row of ArrayCtrl
Posted by mubeta on Thu, 18 Feb 2021 17:50:03 GMT
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Nothing. My brain it's getting old. Forget all.
Thanks.

Subject: Re: Insert Ctrl editors in a single row of ArrayCtrl
Posted by Oblivion on Thu, 18 Feb 2021 18:08:45 GMT
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Hello mubeta,
Try this:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
```

```
 ArrayCtrl array;
 MyApp()
 {
  Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 800, 600);
  Add(array.SizePos());

   array.AddColumn("Index").WithLined([=](int i, One<Ctrl>& c){
    if(i % 2 == 0)
     c.Create<DropDate>();
    else {
     DropList& l = c.Create<DropList>();
     l.Add("a").Add("b").Add("c");
    }
   });

  for(int i = 0; i < 10; i++) {
   array.Add(i);
  }
 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

Best regards,
Oblivion

Subject: Re: Insert Ctrl editors in a single row of ArrayCtrl
Posted by mubeta on Fri, 19 Feb 2021 15:35:05 GMT
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Thankyou for your reply, but, as I wrote, the problem was only an me. when the editor is integrated in the ArrayCtrl, the data value is owned by the Array, not by the editor, so I was confuse for some time for develop my needs.