Subject: GridCtrl and AttrText
Posted by forlano on Sun, 15 Apr 2007 15:45:08 GMT
View Forum Message <> Reply to Message

Hello,

I'm using AttrText("something") as value in the gridctrl just as I did with the arrayctrl to take advantage of the methods Paper() etc.... But it seems no to work. Is it normal? Are there alternative methods, except display, to easily change the background color of a cell? Need to post a test case?

Thanks,
Luigi

Subject: Re: GridCtrl and AttrText
Posted by unodgs on Sun, 15 Apr 2007 17:57:23 GMT
View Forum Message <> Reply to Message

forlano wrote on Sun, 15 April 2007 11:45Hello,
I'm using AttrText("something") as value in the gridctrl just as I did with the arrayctrl to take advantage of the methods Paper() etc.... But it seems no to work. Is it normal? Are there alternative methods, except display, to easily change the background color of a cell? Need to post a test case?
Thanks,
Luigi

It does not work yet. I will add it in the next snapshot. In the meantime make your own GridDisplay and check in it if passed value type is AttrText. If yes pass furhter (to GridDisplay::Paint() color of ink and paper.

Subject: Re: GridCtrl and AttrText
Posted by forlano on Sun, 15 Apr 2007 19:56:32 GMT
View Forum Message <> Reply to Message

unodgs wrote on Sun, 15 April 2007 19:57
It does not work yet. I will add it in the next snapshot. In the meantime make your own GridDisplay and check in it if passed value type is AttrText.

Sorry, but I've not understood your recipe.
Quote:If yes pass furhter (to GridDisplay::Paint() color of ink and paper.

I used the following code to color the cell of a column and it works

```
class ColoredStatus : public GridDisplay
{ public:
   void Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
              Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe);

};

void ColoredStatus::Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
              Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe)
{
   if( StrInt(AsString(val)) >= 2451 ) bg = Color(0, 255, 0);
   GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
```

But now I would like to apply it to others columns, each with its own color. So I would pass to the previous class a parameter and then by a switch select the right color.
But how to do it? Single seems to refuse a parameter.
Otherwise I need to declare 4 similar classes one for each column... or maybe wait until AttrText is operative

Luigi

Subject: Re: GridCtrl and AttrText
Posted by unodgs on Sun, 15 Apr 2007 21:48:57 GMT
View Forum Message <> Reply to Message

forlano wrote on Sun, 15 April 2007 15:56
Sorry, but I've not understood your recipe.

That's ok. I should have desctibed it better
Quote:
I used the following code to color the cell of a column and it works

```
class ColoredStatus : public GridDisplay
{ public:
   void Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
              Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe);

};

void ColoredStatus::Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
              Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe)
{
   if( StrInt(AsString(val)) >= 2451 ) bg = Color(0, 255, 0);
   GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
```

But now I would like to apply it to others columns, each with its own color. So I would pass to the previous class a parameter and then by a switch select the right color.

There is a col variable accesible in GridDisplay class that you can use to deterimine painted column

```
void ColoredStatus::Paint(Draw &w, int x, int y, int cx, int cy, const Value &val, dword style,
            Color &fg, Color &bg, Font &fnt, bool found, int fs, int fe)
{
   if( StrInt(AsString(val)) >= 2451 ) bg = Color(0, 255, 0);
   if(col == 0) bg = Red;
   if(col == 1) bg = Yellow;
   GridDisplay::Paint(w, x, y, cx, cy, val, style, fg, bg, fnt, found, fs, fe);
}
```

Quote:
or maybe wait until AttrText is operative

It's in uvs now Get it and try it. It should work (it was not tested)

Subject: Re: GridCtrl and AttrText
Posted by forlano on Sun, 15 Apr 2007 22:19:32 GMT
View Forum Message <> Reply to Message

unodgs wrote on Sun, 15 April 2007 23:48
There is a col variable accesible in GridDisplay class that you can use to determine painted column

Very good, this is what I needed.
Thanks a lot!

Luigi
