
Subject: ArrayCtrl: Difference between xx.Ctrls<EditString>() and xx.Edit(ef1)
Posted by kevinle10@gmail.com on Tue, 11 Apr 2006 20:20:32 GMT
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In my header file, I define

```
private:  
    ArrayCtrl arrayCtrl;  
    EditField ef1;
```

Then in the source file, what's the difference between making this call:

```
arrayCtrl.AddColumn("Value", 20).Ctrls<EditString>()
```

and

```
arrayCtrl.AddColumn("User variable", 10).Edit(ef1);
```

I did try both. Besides the difference on the appearance, it seems like the second approach gives me on the context menu (right click) a menu item call "Edit Row" for free. But when I select "Edit Row", the row that gets highlighted jumped to an incorrect one.

Long questions short, but

1. What's the preferred method or the use case for each ?
2. In the second approach, how do I make selecting the "Edit row" menu item from the context menu jump to to the right one ?
3. In the first approach, how do I make the edit area occupying the entire cell, leaving no gray area (don't really know how to describe this appearance).

Thanks

Subject: Re: ArrayCtrl: Difference between xx.Ctrls<EditString>() and xx.Edit(ef1)
Posted by [mirek](#) on Tue, 11 Apr 2006 21:20:59 GMT
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1. Depends on what you need. "Edit" has two potential advantages - can be "accepted" (e.g. stored into database) and also sometimes having editors everywhere is frustrating. "Edit" can be also faster for very long ArrayCtrls....
2. I am not sure what is the problem. Could be a bug. Post the code please!
3. By setting HeaderCtrl::Column:: margins.

```
arr.AddColumn(...).HeaderTab().SetMargin(0);
```

Mirek

Subject: Re: ArrayCtrl: Difference between xx.Ctrls<EditString>() and xx.Edit(ef1)

Posted by [unodgs](#) on Thu, 13 Apr 2006 12:13:31 GMT

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luzr wrote on Tue, 11 April 2006 17:20

"Edit" can be also faster for very long ArrayCtrls....

It is.. If I press Alt+T in my current project array ctrl has about 500 rows. Scrolling it doesn't look good.. it's simply too slow (and controls don't scroll with the rows in a synchronized way (because they are simply repainted at new positions after main view is scrolled))

PS: I hope Mirek that you remember about implementing scrolling of child controls
