Subject: How to hide/show gridctrl column at runtime
Posted by koldo on Fri, 13 Mar 2015 13:04:06 GMT
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grid has ResizeColMode(0).

grid.GetColumn(2).Hidden(show) works, but GridCtrl field is not visually refreshed properly.

Subject: Re: How to hide/show gridctrl column at runtime
Posted by koldo on Mon, 16 Mar 2015 10:41:53 GMT
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Hello Daniel

After hacking a little bit in GridCtrl I have commented out this in Hidden() function:

```
GridCtrl::ItemRect& GridCtrl::ItemRect::Hidden(bool b)
{
 hidden = b;
// if(hidden)
//  size = 0;
 return *this;
}
```

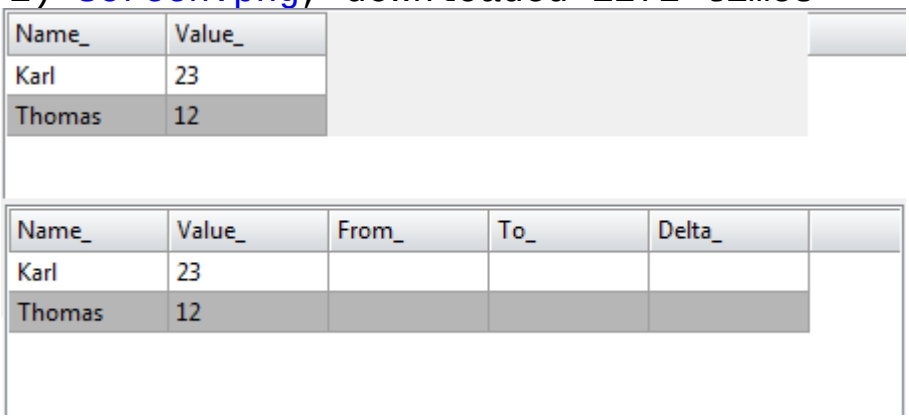
In addition, after calling Hidden() I call Show(false) to the EditFields assigned to Hidden columns

With these changes the results are like this

It is not perfect but at least it is functional by now.

File Attachments

1) Screen.png, downloaded 1272 times



Subject: Re: How to hide/show gridctrl column at runtime
Posted by unodgs on Wed, 18 Mar 2015 07:36:16 GMT
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GetColumn() methods should be rather used before application window appears - for grid initialization. They don't refresh the grid. But you can call Repaint(true, false); to force it. You can also call ShowColumn(int n, true) or HideColumn(int n, true) instead. I'm aware this is not so intuitive but it should solve your problem.

Subject: Re: How to hide/show gridctrl column at runtime
Posted by koldo on Wed, 18 Mar 2015 11:18:34 GMT
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Thank you Daniel

I did not know Repaint() function. It does not work with GetColumn() but it does with ShowColumn()/HideColumn(), although when the columns are hidden, a blank area appears as in the image inclosed before.

Important: The grid is defined Editing().ResizeColMode(0).

Subject: Re: How to hide/show gridctrl column at runtime
Posted by forlano on Sat, 09 Sep 2017 19:33:07 GMT
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Hello,

I am resuming this old thread because my problem is exactly the same (U++ 11300, MS2017).
My GridCtrl has 16 columns and the one in position 15 is hided.
Then an OptionButton hide/show it when pressed. Here is the code:

```
void VegaTab1::ShowInfoCol()
{
  if (optGrid.Get()) {
    grid.GetColumn(15).Hidden(false);
    grid.Repaint(true, false);
  }
  else {
    grid.GetColumn(15).Hidden(true);
    grid.Repaint(true, false);
  }
}
```

If I show/hide that column several times, I observe that the grid looks each time differently. In particular column 15 (the one I hide/show) decrease its width constantly up to become very little after many show/hide.

It seems the grid is not recalculating properly its dimensions.

Is this a bug? Is there a better way to achieve the same result?

Thanks,
Luigi
