



Krypton OutlookGrid

Grouper, trier et admirer !

Version personnalisée de la DataGridView du .NET Winforms (C#) avec des capacités de regroupement et tri multiples.

☆ Star 147

J'aime 1

Accueil (.) > Produits (/products/) > Krypton OutlookGrid (/products/krypton-outlookgrid/) > Documentation (/products/krypton-outlookgrid/documentation/) > Custom Grouping

Lecteurs Français

Malheureusement cette page n'est pas encore disponible en français. ☹

Create a new OutlookGridGroup

You may want to group your data in another way that the one provided by the grid. Please take a look to the following steps :

- 1. Create a new class
- 2. Overrides the Text property. Used for the text associated to the group and displayed in the grid.
- 3. Overrides the Value. Used for the value of the group that allows to select rows in the group and to sort groups between them.
- 4. Overrides the Clone() method.
- 5. Overrides the CompareTo() method.



```
using System;
using JDHSoftware.Krypton.Toolkit.KryptonOutlookGrid;
using System.Globalization;
using System.Windows.Forms;

namespace KryptonOutlookGrid.SandBox
{
    public class OutlookGridPriceGroup : OutlookGridDefaultGroup
    {
        private int _priceCode;
        private string _currency;

        private const int noPrice = 999999;
        public OutlookGridPriceGroup() : base()
        {
            AllowHiddenWhenGrouped = false;
            _currency = CultureInfo.CurrentCulture.NumberFormat.CurrencySymbol;
        }

        /// <summary>
        /// Constructor.
        /// </summary>
        /// The parentGroup if any.</param>
        public OutlookGridPriceGroup(IOutlookGridGroup parentGroup) : base(parentGroup)
        {
            AllowHiddenWhenGrouped = false;
            _currency = CultureInfo.CurrentCulture.NumberFormat.CurrencySymbol;
        }

        /// <summary>
        /// Gets or sets the displayed text.
        /// </summary>
        public override string Text
        {
            get { return string.Format("{0}: {1} ({2})", Column.DataGridViewColumn.HeaderText,
                GetPriceString(_priceCode), ItemCount == 1 ? OneItemText : ItemCount.ToString() + XXXItemsText); }
        }

        private int GetPriceCode(decimal price)
        {
            if ((price == 0))
            {
                return 0;
            }
            else if ((price > 0) && (price <= 100))
            {
                return 100;
            }
            else if ((price > 100) && (price <= 200))
            {
                return 200;
            }
        }
    }
}
```



```
{
    return 200;
}
else if ((price > 200) && (price <= 300))
{
    return 300;
}
else if ((price > 300) && (price <= 600))
{
    return 600;
}
else if ((price > 600) && (price <= 1000))
{
    return 1000;
}
else if ((price > 1000) && (price <= 5000))
{
    return 5000;
}
else if ((price > 5000) && (price <= 10000))
{
    return 10000;
}
else if (price > 10000)
{
    return 20000;
}
else
{
    return 999999;
}
}

private string GetPriceString(int priceCode)
{
    switch (priceCode)
    {
        case 0:
            return "Free";
        case 100:
            return "Below 100 " + _currency;
        case 200:
            return "Between 100 and 200 " + _currency;
        case 300:
            return "Between 200 and 300 " + _currency;
        case 600:
            return "Between 300 and 600 " + _currency;
        case 1000:
            return "Between 600 and 1000 " + _currency;
        case 5000:
            return "Between 1000 and 5000 " + _currency;
    }
}
```



```

        case 10000:
            return "Between 5000 and 10000 " + _currency;
        case 20000:
            return "Above 10000 " + _currency;
        case 999999:
            return "No price";
        default:
            return "";
    }
}

/// <summary>
/// Gets or sets the Alphabetic value
/// </summary>
public override object Value
{
    get { return val; }
    set
    {
        if (object.ReferenceEquals(value, DBNull.Value) || value == null)
        {
            _priceCode = noPrice;
            val = _priceCode;
        }
        else
        {
            _priceCode = GetPriceCode(decimal.Parse(value.ToString()));
            val = _priceCode;
        }
    }
}

#region "ICloneable Members"

/// <summary>
/// Overrides the Clone() function
/// </summary>
/// <returns>OutlookGridAlphabeticGroup</returns>
public override object Clone()
{
    OutlookGridPriceGroup gr = new OutlookGridPriceGroup(this.ParentGroup);

    gr.Column = this.Column;
    gr.Value = this.val;
    gr.Collapsed = this.Collapsed;
    gr.Height = this.Height;
    gr.GroupImage = this.GroupImage;
    gr.FormatStyle = this.FormatStyle;
    gr.XXXItemsText = this.XXXItemsText;
    gr.OneItemText = this.OneItemText;
    gr.AllowHiddenWhenGrouped = this.AllowHiddenWhenGrouped;
}

```



```

        gr.SortBySummaryCount = this.SortBySummaryCount;
        gr._currency = _currency;
        gr._priceCode = _priceCode;
        return gr;
    }

#endregion

#region "IComparable Members"
/// <summary>
/// override the CompareTo, so only the first character is compared, instead of the whole string
/// this will result in classifying each item into a letter of the Alphabet.
/// for instance, this is usefull when grouping names, they will be categorized under the letters A, B, C etc..
/// </summary>
/// <param name="obj"></param>
/// <returns></returns>
public override int CompareTo(object obj)
{
    int orderModifier = (Column.SortDirection == SortOrder.Ascending ? 1 : -1);
    int priceOther = 0;

    if (obj is OutlookGridPriceGroup)
    {
        priceOther = ((OutlookGridPriceGroup)obj)._priceCode;
    }
    else
    {
        priceOther = noPrice;
    }
    return _priceCode.CompareTo(priceOther) * orderModifier;
}
#endregion
}
}

```

[Retour \(./products/krypton-outlookgrid/documentation/\)](#)

A propos de nous

JDH Software propose des applications modernes pour le Bureau Windows, les tablettes Windows et les Windows Phone en utilisant le .NET Framework.

Dernières versions

FaviconXT (products/faviconxt/) : 1.0.0

GameXT (products/gamext-desktop/) : 1.0.1

IconXT (products/iconxt/) : 1.5.3



Krypton OutlookGrid (products/krypton-outlookgrid/) : 1.6.1

ProjectXT (products/projectxt/) : 1.0.1 - 1.0.6 (BETA)

Billets récents

GameXT 0.9.11
(<https://www.jdhsoftware.fr/blog/2016/07/gamext-0-9-11/>)

(<https://www.jdhsoftware.fr/blog/2016/07/gamext-0-9-11/>)

Une nouvelle version de GameXT a été publiée. Plusieurs changements sympathiques au programme. Ajout de deux nouveaux types de données : le format du jeu...

17 JUILLET 2016

(<https://www.jdhsoftware.fr/blog/2016/07/gamext-0-9-11/>) | AUCUN COMMENTAIRE

([HTTPS://WWW.JDHSOFTWARE.FR/BLOG/2016/07/GAMEXT-0-9-11/#COMMENTS](https://www.jdhsoftware.fr/blog/2016/07/gamext-0-9-11/#COMMENTS))



GameXT BETA publique sortie !
(<https://www.jdhsoftware.fr/blog/2016/06/gamext-beta-publique-sortie/>)

L'E3 2016 arrive très très bientôt. Cela va être un moment excitant ! Beaucoup de jeux vidéos vont être annoncés et cela fait autant de...

12 JUIN 2016

(<https://www.jdhsoftware.fr/blog/2016/06/gamext-beta-publique-sortie/>) | AUCUN COMMENTAIRE

([HTTPS://WWW.JDHSOFTWARE.FR/BLOG/2016/06/GAMEXT-BETA-PUBLIQUE-SORTIE/#COMMENTS](https://www.jdhsoftware.fr/blog/2016/06/gamext-beta-publique-sortie/#COMMENTS))

Récemment dans les forums

GameXT First Public BETA !

(<https://www.jdhsoftware.fr/forums/viewtopic.php?t=2046>)

12 JUIN 2016 | UNE RÉPONSE

([./FORUMS/VIEWTOPIC.PHP?T=2046](https://www.jdhsoftware.fr/forums/viewtopic.php?t=2046))

Krypton OutlookGrid 1.6.0

(<https://www.jdhsoftware.fr/forums/viewtopic.php?t=2045>)

12 JUIN 2016 | UNE RÉPONSE

([./FORUMS/VIEWTOPIC.PHP?T=2045](https://www.jdhsoftware.fr/forums/viewtopic.php?t=2045))

GameXT 0.9.2 build 5513 available

(<https://www.jdhsoftware.fr/forums/viewtopic.php?t=2043>)

2 FÉVRIER 2015 | UNE RÉPONSE

([./FORUMS/VIEWTOPIC.PHP?T=2043](https://www.jdhsoftware.fr/forums/viewtopic.php?t=2043))



[FR] Versions privées erreur
(<https://www.jdhsoftware.fr/forums/viewtopic.php?t=2041>)

6 JANVIER 2015 | 2 RÉPONSES




(./FORUMS/VIEWTOPIC.PHP?T=2041)

[FR] Accès à la base
TheGamesDB.net au travers d'un
proxy
(<https://www.jdhsoftware.fr/forums/viewtopic.php?t=2040>)

6 JANVIER 2015 | 2 RÉPONSES

(./FORUMS/VIEWTOPIC.PHP?T=2040)

© 2005-2024 JDH Software. Tous droits réservés. [Produits \(products/\)](#) | [Support \(support/\)](#) | [A propos \(about/\)](#) | [Sitemap \(sitemaps/\)](#)

✉ [\(./support/contactus/\)](#)  [\(./blog/feed/\)](#)  [_ \(https://twitter.com/jdhsoftware\)](https://twitter.com/jdhsoftware)
 [_ \(https://www.youtube.com/channel/UCnxKHQ7egL6pRIFnJdeGsHQ\)](https://www.youtube.com/channel/UCnxKHQ7egL6pRIFnJdeGsHQ)

