EditTable

Fast, Comprehensive Table Display and Editing

EditTable™ is an OSF/Motif compliant widget that provides comprehensive table editing and display capabilities. Developers who need performance and flexibility choose EditTable as the ideal tool for displaying tables of data in their applications.

Display speed is where EditTable really scores over the competition—it's the preferred solution in response-critical applications. Data handling is very flexible, including the ability to handle native C data types and pointers. And when displaying data from a database, EditTable's dataless tables dramatically reduce memory requirements by eliminating the need for real memory allocation.

EditTable integrates tightly with ChartObject to provide comprehensive 2D and 3D charting functionality in one package, including combination plots and multiple views. Dynamically linking tables and charts is simple. Users can visualize tables of data simply by selecting the data, and dragging and dropping it onto a chart!

Optimized for Performance

EditTable's highly optimized re-draw algorithms mean that only what is changed gets redrawn. The result is a table widget that can handle millions of cells and over 1500 updates per second.

Flexible Data Handling

EditTable is designed to support native C data types and pointers without forcing developers to convert data into strings. EditTable can also share data with ChartObject via data objects, making visualizing tables simple. Data can be converted automatically into data objects, which can also be made into live links.

Comprehensive Layout and Appearance

Developers can control every aspect of table layout and appearance, allowing for exact customization. Font, color, size, and other variables are all definable on a cell-by-cell basis, and cells can be made to flash or contain images or other widgets. Plus, by using the graphic objects which come with EditTable, any kind of graphic overlay can be added.

Fully Programmable Behavior

Cells can be programmed to do a lot more than simply display values in EditTable. Data can be validated on input to check for type and bounds. Rows and columns can be frozen or made read-only, and even how a cell is entered can be controlled. Cells also can have individual callbacks to enable complete customization of their behavior.