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Thread: [Collection Editor for my custom collection](#)

aleeeeeeee - November 6, 2015, 6:02 am

Hi i have gray button in collection editor
i use propertygrid

this are the code

Code internal class RulesCollection : IList<Rule>

```
{
    private List<Rule> _rules;

    public RulesCollection()
    {
        _rules = new List<Rule>();
    }

    public IEnumerator<Rule> GetEnumerator()
    {
        return _rules.GetEnumerator();
    }

    IEnumerator IEnumerable.GetEnumerator()
    {
        return GetEnumerator();
    }

    public void Add(Rule item)
    {
        var thereIsFirst = _rules.FirstOrDefault(r => r.Type == RuleType.First) != null;
        if (thereIsFirst && item.Type == RuleType.First)
            throw new Exception("\nCan be only one first rule.\nCreate new set.");
        _rules.Add(item);
    }

    public void Clear()
    {
        _rules.Clear();
    }

    public bool Contains(Rule item)
    {
        return _rules.Contains(item);
    }

    public void CopyTo(Rule[] array, int arrayIndex)
    {
        _rules.CopyTo(array, arrayIndex);
    }
}
```

```

    }

    public bool Remove(Rule item)
    {
        return _rules.Remove(item);
    }

    public int Count
    {
        get { return _rules.Count; }
    }

    public bool IsReadOnly { get; } = false;

    public int IndexOf(Rule item)
    {
        return _rules.IndexOf(item);
    }

    public void Insert(int index, Rule item)
    {
        _rules.Insert(index, item);
    }

    public void RemoveAt(int index)
    {
        _rules.RemoveAt(index);
    }

    public Rule this[int index]
    {
        get { return _rules[index]; }
        set { _rules[index] = value; }
    }
}
Code internal class RulesCollectionEditor : CollectionEditor
{
    public RulesCollectionEditor(Type type) : base(type)
    {
    }

    protected override Type CreateCollectionItemType()
    {
        return typeof (Rule);
    }

    protected override Type[] CreateNewItemTypes()
    {
        return new[] {typeof (Rule)};
    }
}
Code class RuleSet

```

```
{
    public string Name { get; set; }

    private RulesCollection _rules;

    [Editor(typeof (RulesCollectionEditor), typeof (UITypeEditor))]
    public RulesCollection Rules { get { return _rules; } }

    public RuleSet()
    {
        _rules = new RulesCollection();
    }
}
```