

---

Subject: Re: How to combine two widget-class in the topwindow

Posted by [mirek](#) on Sat, 01 Apr 2006 18:36:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, each label has to have its own variable (in U++, those variables are actual GUI elements, not just some info that is placed to dialog definition).

However, you can do this:

```
Array<Label> label;
....
labels.Add();
label.Top().SetLabel(t_("Label 1"));
label.Top().SetAlign(ALIGN_CENTER);
label.Top().LeftPosZ(236, 48);
label.Top().TopPosZ(96, 19);
Add(label.Top());

labels.Add();
label.Top().SetLabel(t_("Label 2"));
label.Top().SetAlign(ALIGN_CENTER);
label.Top().LeftPosZ(136, 48);
label.Top().TopPosZ(46, 49);
Add(label.Top());
```

Mirek

---