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

Posted by [fudadmin](#) on Sat, 01 Apr 2006 18:48:50 GMT

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luzr wrote on Sat, 01 April 2006 19:36 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

Or, yes, like this. But in this case some strange symbols <..> come to help and instantiation of children(daughters-labels) is achieved by labels.Add() - each label is then created "inside".