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Subject: Re: Pointer on Labels defined in lay.h  
Posted by [Yeti86](#) on Sat, 22 Feb 2014 19:33:14 GMT  
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Hello Oblivion!

Thanks for the reply, but that's not the problem.

Attached you find my layout file. So I have a lot of Buttons and labels which should do all the same, for one instance of my playerclass. For less coding effort I tried to define pointer arrays on the different labels and buttons.

```
#include "Scoutfunctions.hpp"
using namespace Upp;

#define LAYOUTFILE <blala/blala.lay>
#include <CtrlCore/lay.h>
class blala : public WithblalaLayout<TopWindow> {
public:
    typedef blala CLASSNAME;
    blala();
    ~blala();
    // Label *p_playernames;
    //Label *p_playernumbers;
    Button *p_2points;
    Button *p_3points;
    Button *p_zero_of_one;
    Button *p_one_of_one;
    Label *p_score_value;
    Label *p_freethrows_value;
    Label *p_threesmade;
    playerspace::player* p_Player;
    void set_attributes();
    void push_botton();
};
```

```
blala::blala()
{
    p_playernames=new Label[12];
    p_playernumbers=new Label[12];
    p_2points=new Button[12];
    p_3points=new Button[12];
    p_zero_of_one=new Button[12];
    p_one_of_one=new Button[12];
    p_score_value=new Label[12];
    p_freethrows_value=new Label[12];
    p_threesmade=new Label[12];
```

```
p_Player=new playerspace::player[12];  
p_playernames[0]=Player1;  
p_playernames[1]=Player2;  
p_playernames[2]=Player3;  
p_playernames[3]=Player4;  
p_playernames[4]=Player5;  
p_playernames[5]=Player6;  
p_playernames[6]=Player7;  
p_playernames[7]=Player8;  
p_playernames[8]=Player9;  
p_playernames[9]=Player10;  
p_playernames[10]=Player11;  
p_playernames[11]=Player12;
```

Or is there even a smarter solution, like create a new own class with one row of necessary buttons and labels?

And then define the different columns with this new class? Would it be possible?

I hope the problem is now explained

Regards

## File Attachments

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1) [GUIlayout.png](#), downloaded 399 times

Playtime +

Playtime -

Playtime:

Playtime

						Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made
Player1	Player1	2 Points	3 Points	0 / 1	1/1	Score	Freethrows	3-Points made