
Subject: Re: GridCtrl: custom ButtonOption inside a cell
Posted by [Sender Ghost](#) on Sat, 21 Jun 2014 20:28:50 GMT
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Hello, Luigi.

forlano wrote on Sat, 21 June 2014 08:46It works but I do not see where to use
.SetImage()

The One::Create() method returns reference to created object of specified type. For example, in your case:

```
void MakeButtonOption(One<Ctrl>& ctrl)
{
    ButtonOption& option = ctrl.Create<ButtonOption>();
    option.SetImage(Null, CtrlImg::check());
    option.WantFocus();
}
```

I created following example to demonstrate this:

Toggle source code#include <GridCtrl/GridCtrl.h>

using namespace Upp;

```
void MakeButtonOption(One<Ctrl>& ctrl)
{
    ButtonOption& option = ctrl.Create<ButtonOption>();
    option.SetImage(Null, CtrlImg::check());
    option.WantFocus();
}
```

```
class App : public TopWindow {
private:
    GridCtrl grid;
public:
    typedef App CLASSNAME;
    App();
```

```
    void FillData(int count = 0x100);
};
```

```
App::App()
{
    Title("GridCtrl with Option and ButtonOption");
    Sizeable().Zoomable();
    const Size sz(400, 240);
    SetMinSize(sz); SetRect(sz);
```

```

grid.Chameleon();
grid.AddColumn("Option").Option().Default(true);
grid.AddColumn("ButtonOption").Ctrls(MakeButtonOption).Default(true);

Add(grid.VSizePosZ(2, 2).HSizePosZ(2, 2));
}

void App::FillData(int count)
{
    if (grid.GetCount())
        grid.Clear();

    grid.Ready(false);
    for (int i = 0; i < count; ++i) {
        const bool v = i % 2 == 0;
        grid.Add(v, v);
    }
    grid.Ready(true);
}

GUI_APP_MAIN
{
    App app;
    app.FillData();
    app.Run();
}

```

File Attachments

1) [GridButtonOption.png](#), downloaded 1041 times

