
Subject: [SOLVED] How to load an array added to an TabCtrl?

Posted by [Patisab](#) on Sun, 12 Mar 2017 18:14:02 GMT

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Good evening,

I would like to load an array which is added to a TabCtrl. The TabCtrl is declared in a Layout. I have something like this :

```
pbeTest.h
#ifndef _pbeTest_pbeTest_h
#define _pbeTest_pbeTest_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <pbeTest/pbeTest.lay>
#include <CtrlCore/lay.h>

class pbeTest : public WithpbeTestLayout<TopWindow> {
public:
    typedef pbeTest CLASSNAME;

    void fTest1();

    pbeTest();
};

class Test1 : public WithTest1Layout<TopWindow> {
public:
    typedef Test1 CLASSNAME;
    Test1(){
        CtrlLayoutOK(*this, "Window title");
        WithGridLayout<ParentCtrl> Grid;
        CtrlLayout(Grid);
        tb.Add(Grid.SizePos(),"Tableau");
        Grid.arr.SizePos();

        Grid.arr.AddRowNumColumn();
        Grid.arr.AddColumn("Colonne 1").Sorting();
        Grid.arr.AddColumn("Colonne 2").Sorting();

        alim <=< THISBACK(fAlim);
    }
    void fAlim();
};
```

```
#endif
```

```
main.cpp
```

```
#include "pbeTest.h"
```

```
void pbeTest::fTest1()
```

```
{  
    Test1 dlg;  
    if(dlg.Run() != IDOK)  
        return;  
}
```

```
pbeTest::pbeTest()
```

```
{  
    CtrlLayout(*this, "Window title");  
  
    test <=<= THISBACK(fTest1);  
    ok <=<= THISBACK(Close);  
}
```

```
GUI_APP_MAIN
```

```
{  
    pbeTest().Run();  
}
```

```
Test1.cpp
```

```
#include "pbeTest.h"
```

```
void Test1::fAlim()
```

```
{  
    for(int i =0 ; i < 5 ; i++)  
    {  
        Grid.arr.Add("C1L" + AsString(Format("%d",i)),"C2L" + AsString(Format("%d",i)));  
    }  
}
```

```
pbeTest.lay
```

```
LAYOUT(pbeTestLayout, 200, 100)  
    ITEM(Button, ok, SetLabel(t_("Quitter")).LeftPosZ(72, 56).TopPosZ(76, 15))  
    ITEM(Button, test, SetLabel(t_("Test1")).LeftPosZ(72, 56).TopPosZ(12, 15))  
END_LAYOUT
```

```
LAYOUT(Test1Layout, 400, 200)
```

```
    ITEM(Button, ok, SetLabel(t_("Sortir")).LeftPosZ(64, 56).TopPosZ(180, 15))  
    ITEM(TabCtrl, tb, LeftPosZ(4, 392).TopPosZ(4, 172))
```

```

ITEM(Button, alim, SetLabel(t_("Charger")).LeftPosZ(4, 56).TopPosZ(180, 15))
END_LAYOUT

LAYOUT(GridLayout, 400, 200)
ITEM(ArrayCtrl, arr, LeftPosZ(4, 392).TopPosZ(4, 192))
END_LAYOUT

```

When i compile i obtain an error message :

```

pbeTest/Test1.cpp:7: error: 'Grid' was not declared in this scope.
Grid.arr.Add("C1L" + AsString(Format("%d",i)),"C2L" + AsString(Format("%d",i)));

```

I have probably forget something but i don't see what.

Thank very much for your help.

Best regards.

Subject: Re: How to load an array added to an TabCtrl?

Posted by [Oblivion](#) on Sun, 12 Mar 2017 18:29:18 GMT

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Hello,

You seem to declare Grid locally in the constructor. Therefore it will be out of scope (won't be available). Try to make it a member.

```

class Test1 : public WithTest1Layout<TopWindow> {

WithGridLayout<ParentCtrl> Grid;           // <----- Grid should be declared
here, or elsewhere                        //      so that it can be reached within the Test1
class.

public:
typedef Test1 CLASSNAME;
Test1(){
    CtrlLayoutOK(*this, "Window title");
    WithGridLayout<ParentCtrl> Grid;       // <----- Grid is declared locally in constructor
(The reason of the error.).
    CtrlLayout(Grid);
    tb.Add(Grid.SizePos(),"Tableau");

```

```
Grid.arr.SizePos();

Grid.arr.AddRowNumColumn();
Grid.arr.AddColumn("Colonne 1").Sorting();
Grid.arr.AddColumn("Colonne 2").Sorting();

alim <<= THISBACK(fAlim);
}
void fAlim();
};
```

Regards,

Oblivion

Subject: Re: How to load an array added to an TabCtrl?

Posted by [Patisab](#) on Sun, 12 Mar 2017 19:04:08 GMT

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Thank you very much Oblivion. It's good now.

I thought that i have to declare Grid in the constructor to be used. I suppose the line CtrlLayout(Grid); in constructor make the call to Grid. Is it right?

Best regards.