
Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Mon, 26 Nov 2007 17:06:43 GMT
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If I understood you right, try using myArray.SetCtrl()

Below is the modified code of Arrayctrl reference example.

```
ArrayCtrlExample::ArrayCtrlExample()
{
    CtrlLayoutExit(*this, "ArrayCtrl example");

    array.AddColumn("integer").Sorting();
    array.AddIndex(ID1);
    array.AddColumn(ID2, "combined").Add(ID1).AddIndex(ID3).SetConvert(Single<MyConvert>());
    array.AddColumn("editable").Edit(myedit).Sorting();
    array.AddColumn("with display").SetDisplay(Single<MyDisplay>());
    array.AddCtrl(editor);
    array.AddRowNumColumn("rownum");
    array.WhenLeftDouble = THISBACK(DoubleClick);
    array.ColumnWidths("51 120 60 102 62");

    for(int i = 0; i < 20; i++)
        array.Add(i, AsString(i * 10), GetSysDate(), i * 3, rand() % 1000,
            Color(byte(i * 77), byte(i * 200), byte(i * 135)), FormatIntRoman(i));
    //=====
    bt.SetLabel("Test"); // bt should be declared in the interface
    array.SetCtrl(2, 2, bt);
    //=====
}
```

Just overwrite the original code, and declare "Button bt" before compiling, and see what it does.
