
Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [Oblivion](#) on Mon, 26 Nov 2007 19:07:55 GMT
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Interesting. Which version of U++ do you use?
As of Upp 711b, there should be a:

You can use this instead.

Ps: If you allocate Button from the stack (e.g. Button bt), try not to "declare" it inside the same method.

And, as far as I know, you have to "Add" something before you can "append" or "set" a ctrl separately in an ArrayCtrl.

Eg,

```
Button *bt = new Button();  
bt->SetLabel("Test");  
myArray.AddColumn("Column1");  
myArray.Add("");  
myArray.SetCtrl(0, 0, bt);
```

Or/And

```
Button *bt = new Button();  
bt->SetLabel("Test");  
myArray.AddColumn("Column1");  
myArray.AddColumn("Column2");  
myArray.Add("This is a text");  
myArray.SetCtrl(0, 1, bt);
```

should work.
