
Subject: Re: ArrayCtrl with labels / layouts inside ?
Posted by [mirek](#) on Tue, 27 Nov 2007 21:55:19 GMT
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jiaif wrote on Mon, 26 November 2007 13:18 Thank you for the code, but i'm sorry, i have the same errors
I don't understand why.

Maybe because myArray is added before i add buttons ?
I mean in my code, myArray is defined in the layout.

Maybe because i'm under linux ?

```
[edit]
if i do :
Button b;
b.SetLabel("test");
myArray.AddColumn("test");
myArray.SetCtrl(0,0,&b);
```

it compile well but the button don't appear. Any idea ?

First of all, SetCtrl(..., Ctrl *ctrl);

is deprecated and should not be used in any new code, in fact, it will likely be removed.

Anyway, now I believe that the fundamental problem of your code is that you are doing something like:

```
MyApp::MyApp() {
    Button b;
    ...
    myArray.SetCtrl(0,0,b);
}
```

This cannot work (or in fact, works as expected), as Button is destroyed at the and of MyApp().

To make it more clear, have fun:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <Test/Test.lay>
#include <CtrlCore/lay.h>
```

```

class ArrayTest : public WithArrayTestLayout<TopWindow> {
public:
    typedef ArrayTest CLASSNAME;
    ArrayTest();

    Array<Button> btn;
    Array<Option> opt;
};

ArrayTest::ArrayTest()
{
    CtrlLayout(*this, "Window title");
    Sizeable().Zoomable();

    myArray.AddColumn("Column1");
    myArray.AddColumn("Column2");

    for(int i = 0; i < 100; i++) {
        myArray.Add("Row: " + AsString(i + 1));
        if(i & 1) {
            Button& b = btn.Add();
            b.SetLabel(Format("Button %d", i + 1));
            myArray.SetCtrl(i, 1, b);
        }
        else {
            Option& o = opt.Add();
            o.SetLabel(Format("Option %d", i + 1));
            myArray.SetCtrl(i, 1, o);
        }
    }
}

GUI_APP_MAIN
{
    ArrayTest().Run();
}

```

Mirek