
Subject: ArrayCtrl crashes with "embedded" Ctrl's referenced by Id [SOLVED]

Posted by [fudadmin](#) on Wed, 05 Apr 2006 11:50:39 GMT

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Try this code:

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

GUI_APP_MAIN
{
    TopWindow w;
    ArrayCtrl arr;
    EditString editName, editSurName;
    Option editAvail;

    arr.SetRect(50,50,550,350);
    w.Add(arr);

    editName.SetRect(90,10,150,20);
    w.Add(editName);

    editSurName.SetRect(315,10,150,20);
    w.Add(editSurName);

    editAvail.SetRect(550,10,150,20);
    w.Add(editAvail);

    arr.AddColumn("ID","ID",3);
    arr.AddColumn("Name", "Name", 20);
    arr.AddColumn("SurName", "SurName", 20);
    arr.AddColumn("Avail" "Avail?", 3).Ctrls<Option>(); //10

    arr.Add("1","Luigi","Forlano", true);
    arr.Add("2","Diego","Maradona", false);
    arr.Add("3","Paolo","Maldini", false);
    arr.Add("4","Roberto","Carlos", false);
    arr.Add("5","David","Beckham", false);

    editName <=< arr.Get(0,"Name");
    // editName <=< arr.Get(0,"name"); //crash when Id "not in list"!!!
    editSurName <=< arr.Get(0,"SurName");
    // editAvail <=< arr.Get(0,"Avail"); //should work or at least must not crash!!!
    editAvail <=< arr.Get(0,3); //works only this way

    w.Run();
}
```

?bugs?
