
Subject: "Suicide Buttons Array" or how to re-index callbacks or...?

Posted by [fudadmin](#) on Mon, 29 May 2006 10:08:53 GMT

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Hi, I'm stuck with this piece of code:

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

```
struct App : TopWindow {
    StaticRect      work;
    Array<Button>    buts;
    //change count to change work area width
    static int const count = 10;
    static int const elw = 40;
    static int const vw=500;
    static int const ww = count*elw+50;
    static int const wh = 290;
```

```
void Suicide(int i){
    //i=GetNewIndex(i);
    buts.Remove(i);
    //ReIndex();
}
```

```
typedef App CLASSNAME;
```

```
App() {
    work.SetRect(50,50,ww,wh);
    work.Color(SRed);
    Add(work);
```

```
for(int i=0;i<=count;i++){
    buts.Add();
    buts[i].SetRect(5+i*elw,20,30,20);
    buts[i].SetLabel(AsString(i));
    work.Add(buts[i]);
    buts[i].WhenAction=callback1(this,Suicide,i); //incorrect due to lost index!...
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{
    App().Title("Suicide Buttons Array").Sizeable().Zoomable().Run();
}
```

My problem is not for buttons (this code is just visual representation of the problem. I know that I can hide buttons or remove them from parent Ctrl's. And I know that I can arrange remove buttons with "outside management").

But my problem is something like "how to re-index "suicide" callbacks with dynamic containers". Or what else can be used in such cases?

(Somehow I feel that my custom index management is not the best case with ntl libraries...)
Any ideas?
