Hi,

I have been trying to stuff an array with buttons and use it with ArrayCtrl and I had not had the chase to succeed.

I have been trying the following.

The .lay file has just one ArrayCtrl myArray; thrown alone on a single layout.

main.cpp

```
#include "test.h"

test::test()
{

//Array<Button*> myButt;
//Button* a = new Button;
//Button* b = new Button;
    //myButt.Add(a);
//myButt.Add(b);

    Array<Button> myButt;
myButt.Add();
myButt.Add();



CtrlLayout(*this, "Window title");
myArray.AddColumn("List of Tables");


    //myArray.Add(myButt[0]->SetLabel("Push1"));
//myArray.Add(myButt[1]->SetLabel("Push2"));

myArray.Add(myButt[0].SetLabel("Push1"));
myArray.Add(myButt[1].SetLabel("Push2"));


}

GUI_APP_MAIN
{
test().Run();
```

```
}
```

My goal is to have a column of buttons in ArrayCtrl.

As you can see I have also been trying to be just pointers of buttons which I believe is preferable.

Any help/suggestions will be greatly appreciated.

Best,
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