
Subject: Buttons in Array using ArrayCtrl

Posted by [nejnadusho](#) on Fri, 09 Nov 2012 18:30:44 GMT

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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,
nejnio
