

Luigi,

Thank you.

Yes I have been trying to figure exactly this out.

I just tweaked the code a little now I have no compiling errors but it does not display the buttons, however, the rows are there and clickable but once I click them the app crashes.

```
#include "test.h"
```

```
test::test()
{
    Array<Button> myButt;
    myButt.Add();
    myButt.Add();
```

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

```
    myArray.Add();
    myArray.Add();
```

```
    myArray.SetCtrl(0,0, myButt[0].SetLabel("Push1").SizePos());
    myArray.SetCtrl(1,0, myButt[1].SetLabel("Push2").SizePos());
```

```
}
```

```
GUI_APP_MAIN
```

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

I just cannot get complete understanding of the ArrayCtrlSetCtrl package.

Best,
nejnio
