
Subject: Re: Buttons in Array using ArrayCtrl
Posted by [nejnadusho](#) on Fri, 09 Nov 2012 19:48:56 GMT
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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
