

Hi,

I cant understand how to do that.

.h File

```
class Menu{
public:
    typedef Menu CLASSNAME;
    Menu();
    ~Menu();
    void WidgetFactory( One<Ctrl>& x);
    void OnButton(int n);
    void ButtonGenerator(int tableCount);
    ArrayCtrl menuArray;
    void GetMenu();

private:
    int buttonCounter;
    Vector<String> menuVec;

};
```

.cpp File

```
Menu::Menu()
{

    buttonCounter = 0;

    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));
    menuArray.AddColumn().Ctrls(THISBACK(WidgetFactory));

    ButtonGenerator(20/4);
    menuArray.SetLineCy(50);
}

void Menu::ButtonGenerator(int tableCount){
```

```

for (int i = 1; i <= tableCount; ++i){
    menuArray.Add();
}

}

void Menu::OnButton(int n)
{
    PromptOK(AsString(n));
}

void Menu::WidgetFactory(One<Ctrl>& x)
{
    Button& b = x.Create<Button>();
    b.SetLabel("Table " + AsString(++buttonCounter));
    b.SizePos();
    b <<= THISBACK1(OnButton, buttonCounter);
}

Menu::~Menu(){
    menuArray.Clear();
}

Menu::GetMenu(){
    for(int i = 0; i < 21; ++i){
        menuVec.???????
    }

}

```

Why am I not able to access the vector here at the .cpp file?  
 What am I missing here?  
 And why would I be able to access it in the constructor in the .cpp file?

Thank you.

Best  
 Georgi