Posted by nejnadusho on Sun, 09 Dec 2012 22:25:13 GMT

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Hi,

How can I define more than one widget factories in a single class.

I just wont to fill three ArrayCtrl's with buttons.
And I tried several times and could not figure it out.

This is what I have so far

```
Tables::Tables()
{

  counter = 0;
  GetTablesCount = 0;

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



  ButtonGenerator(1);
  tablesArray.SetLineCy(50);
}

void Tables::ButtonGenerator(int tableCount){

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

}


void Tables::WidgetFactory(One<Ctrl>& x)
{
 Button& b = x.Create<Button>();
  b.SetLabel("Table " + AsString(++counter));
  b.SizePos();
  b <<= THISBACK1(OpenBill, counter);
}
```

As I already mentioned I want to define other ArrayCtrl's and alsso fill them up. I tried with the same factory and did not succeed.

I Tried creating other factories it did not work either.

Thank you.

Best,
Georgi