Subject: Re: Pointer on Labels defined in lay.h
Posted by Yeti86 on Sat, 22 Feb 2014 19:33:14 GMT
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Hello Oblivion!

Thanks for the reply, but that's not the problem.

Attached you find my layout file. So I have a lot of Buttons and labels which should do all the same, for one instance of my playerclass. For less coding effort I tried to define pointer arrays on the different labels and buttons.

```
#include "Scoutfunctions.hpp"
using namespace Upp;

#define LAYOUTFILE <blala/blala.lay>
#include <CtrlCore/lay.h>
class blala : public WithblalaLayout<TopWindow> {
public:
 typedef blala CLASSNAME;
 blala();
 ~blala();
 // Label *p_playernames;
 //Label *p_playernumbers;
 Button *p_2points;
 Button *p_3points;
 Button *p_zero_of_one;
 Button *p_one_of_one;
 Label *p_score_value;
 Label *p_freethrows_value;
 Label *p_threesmade;
 playerspace::player* p_Player;
 void set_attributes();
 void push_botton();
};


blala::blala()
{
 p_playernames=new Label[12];
 p_playernumbers=new Label[12];
 p_2points=new Button[12];
 p_3points=new Button[12];
 p_zero_of_one=new Button[12];
 p_one_of_one=new Button[12];
 p_score_value=new Label[12];
 p_freethrows_value=new Label[12];
 p_threesmade=new Label[12];
```

```
p_Player=new playerspace::player[12];
p_playernames[0]=Player1;
p_playernames[1]=Player2;
p_playernames[2]=Player3;
p_playernames[3]=Player4;
p_playernames[4]=Player5;
p_playernames[5]=Player6;
p_playernames[6]=Player7;
p_playernames[7]=Player8;
p_playernames[8]=Player9;
p_playernames[9]=Player10;
p_playernames[10]=Player11;
p_playernames[11]=Player12;
```

Or is there even a smarter solution, like create a new own class with one row of necessaty buttons and labels?
And than define the diffferent columns with this new class? Would it be possible?

I hope the problem is now explained

Regards

File Attachments
1) GUIlayout.png, downloaded 340 times