
Subject: Re: Array problems

Posted by [Oblivion](#) on Wed, 09 Aug 2017 13:18:20 GMT

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Hello,

That was a missing information. Next time try to be a little more specific. :)

Anyway, here you go:

```
TestWindow::TestWindow()
```

```
{
```

```
    // Array<ParentCtrl> layoutArray;
```

```
    // Note that we're using static_cast here, for the sake of simplicity. When you have several
    layouts in same array, using One<>, which has RTTI support, or dynamic_cast would be better.
```

```
    auto& t = layoutArray.Add(new WithTestLayout<ParentCtrl>); // <-- Array "owns" the new
    ParentCtrl with layout. No need to delete explicitly.
```

```
    CtrlLayout(static_cast<WithTestLayout<ParentCtrl>&>(t));
```

```
    Add(t.SizePos());
```

```
}
```

I hope this will help.

Best regards,

Oblivion
