
Subject: Re: Array problems

Posted by [rafiwui](#) on Thu, 10 Aug 2017 14:21:18 GMT

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By the way: I found an even better/safer method of doing this (IMO):

Create a class inheriting from the layout so you don't have to create the auto& variables:

```
class TestLayout : public WithTestLayout<ParentCtrl>
```

```
{
```

```
public:
```

```
    typedef TestLayout CLASSNAME;
```

```
    TestLayout() { CtrlLayout(*this); }
```

```
};
```

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

```
{
```

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

```
    layoutArray.Add(new TestLayout);
```

```
    Add(layoutArray[0].SizePos());
```

```
}
```
