
Subject: Re: Vector of Button

Posted by [Oblivion](#) on Wed, 21 Feb 2018 14:32:52 GMT

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Hello Giorgio,

AFAIK you can't create a vector of buttons, since it is not moveable (not directly at least).
You can use Array instead. Their interfaces are almost identical.

```
Array<Button> vbo; <----
```

```
...
```

```
vbo.Clear();  
for (size_t i=0; i<userslist.size(); i++) {  
    auto& bt= vbo.Add()  
        bt.SetLabel(userslist[i].FULLNAME);  
        Add(bt.VCenterPos(500-i*40).HCenterPos(300) );  
}
```

If you insist on using vector, you can use One<Button>: (See One<> in U++ docs.)

```
Vector<One<Button>> vbo;
```

Best regards,
Oblivion
