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Subject: Re: Deleting Ctrl from within itself  
Posted by [mirek](#) on Fri, 19 Jul 2019 13:27:04 GMT  
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- use Array
- key trick to situations like this is to use PostCallback to get "on top" of stack

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    Array<Ctrl> ctrl;

    MyApp() {
        auto& b = ctrl.Create<Button>();
        Add(b.TopPos(10).LeftPos(10, 100));
        b.SetLabel("Close me!");
        b << [&] {
            PostCallback([=] { ctrl.Remove(0); });
        };
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```