
Subject: Re: Proper SplitterFrame removal++
Posted by [mirek](#) on Tue, 31 May 2022 09:22:24 GMT
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luoganda wrote on Wed, 25 May 2022 21:58 1st question:

"Do what?"

I am subclassing Ctrl as SCtrl,

and i would like to use it - like it's written - in `Array<SCtrl> sctrl;`

`sctrl.Add();`

However you are doing `sctrl.Create<Button>()`. Not sure what you expect THAT to do. In any case, as `Button` does not have `SCtrl` as base class, you cannot do that.

Anyway, if your aim is to mix `Button` and `SCtrl` in the `Array`, just use

`Array<Ctrl> ctrls;`

`ctrls.Create<SCtrl>();`

`ctrls.Create<Button>();`