
Subject: Re: Insert Button into GridCtrl Cell
Posted by [Oblivion](#) on Thu, 09 Mar 2023 22:40:57 GMT
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Here's the thing: GridCtrl still uses pre-C++11 callbacks. (Deprecated API)
It should be updated to utilize the new Upp::Function variants and lambda functions with capture...

Good news is that you can achieve -mostly- the same results with the old api calls:

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

using namespace Upp;

void ButtonFactory1(One<Ctrl>& c, GridCtrl* list)
{
    static int i = 0;
    String s = list->Get(i++, 0);
    c.Create<Button>()
        .SetLabel(s)
        .WhenAction = [s] { PromptOK("The value is " + s); };
}

struct MyApp : TopWindow {
    GridCtrl list;
    typedef MyApp CLASSNAME;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 1024, 800);
        Add(list.SizePos());
        list.AddColumn("texts");
        list.AddColumn("buttons_1").Ctrls(callback1(ButtonFactory1, &list));
        list.AddColumn("buttons_2").Ctrls(THISBACK(ButtonFactory2));
        for(int i = 0; i < 100; i++)
            list.Add(AsString(i), AsString(i));
    }
}

void ButtonFactory2(One<Ctrl>& c)
{
    static int i = 0;
    String s = list.Get(i++, 0);
    c.Create<Button>()
        .SetLabel(s)
        .WhenAction = [s] { PromptOK("The value is " + s); };
}
```

```
};
```

```
GUI_APP_MAIN
```

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

Best regards,
Oblivion
