
Subject: Re: Insert Button into GridCtrl Cell
Posted by [Oblivion](#) on Thu, 09 Mar 2023 23:10:48 GMT
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Quote:Now the problem is there is no explanation on how to change label or add functionality to individual buttons with the "MakeButton" method

There are several ways, a simple one:

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

using namespace Upp;

struct MyButton : Button {
    Value val;
    MyButton() : Button()
    {
        WhenAction = [this]
        {
            PromptOK("The value of the button is " + AsString(val));
        };
    }
    void SetData(const Value& v) override
    {
        SetLabel(AsString(val = v));
    }

    Value GetData() const override
    {
        return val;
    }
};

struct MyApp : TopWindow {
    GridCtrl list;
    MyApp()
    {
        Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 1024, 800);
        Add(list.SizePos());
        list.AddColumn("texts");
        list.AddColumn("buttons").Ctrls<MyButton>();
        for(int i = 0; i < 100; i++)
            list.Add(AsString(i), i * 1000);

    }
}
```

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

Best regards,
Oblivion
