
Subject: Re: ArrayCtrl: how activated a callback by an embedded Option

Posted by [pvictor](#) on Thu, 20 Jun 2024 09:17:25 GMT

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Hi, Luigi!

Here's a small example:

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

```
using namespace Upp;
```

```
struct Test : TopWindow {  
    ArrayCtrl ar;
```

```
    void AddOption(int row, int col) {  
        Option& opt = ar.CreateCtrl<Option>(row,col,false);  
        opt << [&,row,col] {  
            Exclamation(Sprintf("Row=%d; Col=%d; Status=%d", row, col, opt.Get()));  
        };  
    }  
};
```

```
Test() {  
    SetRect(0, 0, 640, 480);  
    Add(ar.SizePos());  
    ar.AddColumn("Col 1", 1);  
    ar.AddColumn("Col 2", 1);  
    ar.AddColumn("Col 3", 1);  
    for (int i=0; i<10; ++i) ar.Add(i);  
    AddOption(0, 1);  
    AddOption(1, 2);  
    AddOption(2, 1);  
    AddOption(3, 2);  
    AddOption(4, 1);  
    AddOption(5, 2);  
    AddOption(6, 1);  
    AddOption(7, 2);  
}  
};
```

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

Best regards,
Victor
